

Vicovaro

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[Vicovaro](#).



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Vicovaro, also known as the **Duchy of Vicovaro**, **Viux Vicovaro** (Scholar's Language: *Duchy of Vicovaro*) or, in Nilfgaardian, **Vicovaraen Dugiaeth** (Duchy of Vicovaro), is one of the several states located in the southern region of the [western coast](#) of the [Old Continent](#).

Once independent, and a cultural power that influenced its neighbor Nilfgaard throughout history, it became part of the Nilfgaardian Empire in the year 1216, following the fall of the Kingdom of [Etolia](#). Since a few decades prior, the duchy suffered an invasion by its neighbor that ultimately proved only partially successful. Fearing a second invasion that might succeed, it chose to capitulate in order to avoid further bloodshed.

Thus, it became one of the first vassal states of the Empire.

It has maintained this status ever since, receiving from that point onward the same degree of influence that Vicovaro

Vicovaro



General information

Variation(s)

- Provincia Varii (probably, during the time of the Imperium)
- Duchy of Vicovaro
- Viux Vicovaro
- Vicovaraen Dugiaeth

Status

- Province of the Imperium (formerly)
- Empire (formerly)

once exerted over Nilfgaard in the past.

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- Duchy
- Vassal duchy of the Nilfgaardian Empire

Ruler Myec Varius Family also known as the Ducal Dynasty

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Demonym Vicovarian

Religion

- Great Sun
- Vicovarian Religion (formerly)

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Climate

Vicovaro, experiences a temperate humid-dry climate. In this regard, it shares notable similarities with the temperate humid climate characteristic of [Lyria and Rivia](#) in the North. However, while summer temperatures in Lyria and Rivia typically range between 19°C and 24°C, Vicovaro tends to experience slightly warmer conditions. Summer temperatures in the city generally fluctuate between 20°C and 25°C, occasionally reaching up to 26°C depending on the year. This climatic distinction has led to Vicovaro and its surrounding region often being described as "*warm*" by many Nordling visitors.

Winters in Vicovaro, though classified as cold, are generally mild and bear further resemblance to the climatic patterns of Lyria. Average winter temperatures tend to range from 10°C during the day to approximately 3°C at night. Despite these moderate figures, the combination of persistent rainfall and high humidity levels amplifies the sensation of cold, making the season feel more severe than the thermometer might suggest. Snowfall is not an uncommon occurrence, but it is

relatively infrequent and, due to prevailing temperatures, rarely accumulates for long. When snow does fall, it typically melts within a short span, preventing significant buildup.

The transitional seasons—spring and autumn—are characterized by marked variability, both in terms of temperature and precipitation. These periods are often unpredictable, with sudden shifts in weather patterns being relatively common. Spring may usher in rapid thaws followed by cold snaps, while autumn can oscillate between crisp, dry days and damp, overcast spells. This seasonal fluidity contributes to the region's rich agricultural potential but also demands a certain adaptability from its inhabitants.

Weather

The climate in Vicovaro is typically sunny or partly cloudy throughout most of the year.

The transition from summer to autumn is marked by an increase in cloud cover, with weather shifting from simultaneous sun-and-cloud conditions to alternating intervals of sunshine and overcast skies.

During winter, the sky remains predominantly overcast, as cloud formations are held back and accumulate against the mountain ranges that border the duchy.

Demographics

Vicovaro has a total population of approximately 1.5 million people, with a high level of urbanization. The population is primarily concentrated in its cities—especially its three largest: [Vicovaro](#) (190,000–200,000, depending on the time of year), Bittervo (130,000), and Tyvlyn (100,000).

Of Vicovaro's population, an estimated 93% identify as native Vicovarians—the result of a mixture between peoples of the extinct Imperium, local natives, and Nordlings—while the remaining 7% consists of individuals from other places of the empire and nationalities, including Nordlings, [Ofieri](#), [Hatarians](#), [Zerrikanians](#), and occasional traders or scholars from more distant lands such as the [Melukkan Peninsula](#).

Ethnic Groups

Vicovaro has a single native ethnic group if only the duchy itself is considered: the already mentioned Vicovarians, who make up 93% of the population.

If Dyffra is included, the total rises to two: Vicovarians and Dyffrans. The latter are the result of the blending of Nordlings, Nilfgaardians, and Vicovarians, shaped by the demographic and political weight they eventually acquired within the duchy.

This explains why the well-known member of Geralt of Rivia's hansa, Cahir Mawr Dyffryn aep Ceallach, insisted that he was not Nilfgaardian. Despite serving the Empire, at political, cultural, and even genetic levels, his identity remained distinct.

People

The people of Vicovaro are physically similar to both Nilfgaardians and Nordlings, and are often regarded as an intermediate group between the two. However, they also display a number of distinctive traits that make them a unique population along the western coast.

Among the most notable is the relatively higher incidence—though not the norm—of mild ocular hypertelorism and functional dual polydactyly (i.e., affecting both hands and feet).

A theory proposed by the Imperial Academy suggests two possible explanations: either the early Vicovarian tribes had very small populations, leading to inbreeding that made these traits more common, or these features represent an evolutionary adaptation to the high presence of monsters (particularly in the case of functional dual polydactyly), which was later diluted following the arrival of the Imperium and the expansion of the gene pool through population mixing.

In general, Vicovarians tend to have skin tones ranging from white fair to medium fair and olive (with more olive tones appearing closer to Ruach or the Ardawanne Mountains). Eye colors range from dark blue to black. Hair colors include various shades of brown (never excessively light), medium to dark auburn, blonde within a range from standard to dark or dirty blonde (but not beyond), and black hair that can approach metallic grey tones.

Notably, Becca, better known as the False Ciri—who married Emperor Emhyr var Emreis—possessed this latter hair coloration, as her father was from Vicovaro. This contributed to her resemblance to the real Ciri, whose hair had a characteristic ashen tone.

Finally, Vicovarians have an average height comparable to the rest of the western coast, with men averaging around 1.70 m and women around 1.50 m, along with varied body types.

Economy

The economy of Vicovaro is primarily centered on the primary sector. In fact, Vicovaro directly competes with Ymlac in the cultivation and export of mandrake root (*Mandragora officinarum*), a highly prized commodity valued for both its alchemical properties and its use in traditional medicine.

While in the past its economic ties reached as far as [Redania](#), today they are mostly limited to imperial territories and nearby countries—such as [Hatarga](#) and the western taifas of [Barsa](#)—though long-distance trade still occurs, albeit less frequently.

A so-called intermediate sector also exists. Although not universally accepted, slavery is permitted within the duchy as a concession to imperial policy. Most enslaved individuals are employed in agriculture or domestic service, hence the classification of this “sector,” given the variety of roles they may fulfill. While the practice is often met with quiet disapproval among certain civic circles, it persists due to pressure from noble landowners and broader economic incentives tied to imperial trade structures.

Within the primary sector, agriculture is more prominent than livestock. Vicovaro does not particularly stand out in conventional animal husbandry—such as cattle, sheep, or swine—which are more strongly developed in neighboring places like Darn Rowan. Instead, the duchy has developed a more specialized and regionally adapted model of animal farming.

The most common livestock includes domestic turkeys and rabbits, both valued for their low maintenance and rapid reproduction cycles. Beekeeping is also practiced, though Vicovarian honey is generally considered of moderate quality compared to the highly prized varieties of Ymlac. Even so, it maintains a steady local market.

One of the more distinctive practices is the breeding of domesticated silver foxes, primarily for their fur. These are raised in controlled environments near urban centers and contribute to textile and luxury goods production, especially for the empire’s growing middle class.

A particularly emblematic species is the short-haired llama (*Lama calidus domestica*), descended from wild populations in the nearby Tir Tochair mountains. These animals have been selectively bred to adapt to the duchy's temperate lowlands and are widely used as pack animals. Their wool, though not as fine as that of Ymlacian sheep, is durable and suitable for practical textiles, while their dung is commonly used as fertilizer.

In addition to mandrake, Vicovaro cultivates fingered citron (*Citrus medica var. sarcodactylis*), cherimoya (*Annona cherimola*), and persimmon (*Diospyros kaki*), all well adapted to its humid-temperate climate. These fruits are exported in limited quantities as luxury goods, while also forming part of the local diet.

The outskirts of major cities are lined with wheat fields and olive groves. Olive oil—considered a luxury in the North—is relatively common in the South, with Vicovaro being a notable regional producer. Some noble households in the imperial capital are known to specifically request Vicovarian olive oil for its smoother texture and slightly sweet aftertaste.

Viticulture is also present, particularly in the production of mosto (fresh grape must) and Vicovarian wine—a semi-dry, multivarietal wine distinguished by its characteristic green hue. While it does not rival the prestige of Toussaint wines, it remains popular among urban middle classes and visiting merchants.

Fishing and freshwater aquaculture play a role comparable to livestock in other regions of the Empire and independent countries. Fisheries specialize in species such as *Sparisoma dulcis* (Vicovarian parrotfish), as well as fish from the Vieja and Salmo genera. These are central to both local consumption and exports, with dried and salted varieties reaching markets as far as Vengerberg and Gors Velen.

Forestry is also practiced, though limited by the relative scarcity of forests—some of which are in fact artificially established. Mining exists but contributes only around 1% of the duchy's economy, focusing on metamorphic rocks such as quartzite, schist, gneiss, and slate, as well as minerals like mica, quartz varieties, and silicates.

The secondary sector has a modest but relevant presence, accounting for approximately 20% of the economy. This includes artisans of various kinds, as well as larger workshops and facilities producing goods for export—such as clothing, furniture, and other manufactured items.

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The tertiary sector exists only in a limited capacity and is largely confined

to major urban centers.

As for imports, Vicovaro primarily acquires metals and raw materials needed for its secondary sector, along with occasional finished goods. These imports are sourced mainly from nearby regions, particularly the Lower Alba, [Etolia](#), [Rowan](#), and Ymlac, as well as Hatarqa and the western taifas of Barsa.

Economic System

The economic system of Vicovaro is impulsivist, the same model inherited from the Imperium (unlike Etolia, which later reformed it).

In this system, the state remains largely uninvolved in day-to-day economic activity—unlike in interventionist or planned economies—only stepping in when problems arise or are anticipated. However, the state still promotes production targets, quality improvements, and innovation through non-binding recommendations rather than mandates.

If these recommendations are followed, businesses may receive incentives such as tax reductions, state investment to accelerate improvements, bureaucratic facilitation, and other advantages.

Natural Resources

The primary natural resources of Vicovaro are its soil and climate, which allow for the cultivation of a wide variety of crops that would not be viable in other lands. However, it still falls short of Etolia, which is regarded as the breadbasket of the Empire.

To a lesser extent, Vicovaro also possesses timber resources due to its forests, as well as some materials from its subsoil—particularly in areas near its bordering mountain ranges. These consist mainly of rocks and minerals, as metallic resources are relatively scarce.

Etymology

The name Vicovaro most likely derives from *Bicu Variu*, an expression in the Scholar's Language meaning *the home or place of origin of Varius*. Varius was a prominent mage of the Imperium who, according to ancient chronicles, rose to

rule the Imperium itself shortly before its collapse.

In the Imperium's twilight years, the capital city was known simply as the *City of Varius*, while the surrounding region was referred to as the *Duchy of Varius' Origin* (Viux Variu in Scholar's Language). Following the fall of the Imperium, both names gradually eroded and merged over the centuries, shaped by shifting dialects, new languages, local pronunciations, migratory influences, and the slow fading of historical memory.

Another possible etymology suggests that the name of the city may derive from the dialect of Elder Speech spoken by the Aen Nílfe, believed by some to have been the original founders of the settlement rather than the humans of the Imperium. According to this hypothesis, the original name would have been *Vicodant ar Vataro*, which over time evolved into *Vicodantvaro* and later *Vicovaro*, meaning *City of the Traveler* or *City of the Travelers*. This interpretation aligns with Vicovaro's geographical position as a strategic transit hub.

Less accepted etymologies include *picavaras* (Late Scholar's Tongue: *wood piercer*), referring to the presence of termites in the region and the shallow depressions present in the landscape that gave the impression of something emerging from the ground and boring through trees, and *vitavarūs* (Scholar's Tongue: *twisted life*), referencing the high number of monsters historically present in the area, among others. However, it is most likely that the name derives from one of the two primary etymologies mentioned above.

Flag and Coat of Arms

The flag of Vicovaro is triangular. It is composed of multiple sub-triangles, each of a different color, arranged in the same order as those found in the coat of arms. The coat of arms is sometimes placed at the center of the flag. However, a variant flag exists with the later on mentioned goddess. Being a white flag, with the goddess in the center, and four suns at her side (two in each one). This flag is usually used for Vicovaro abroad. While the previously mentioned is used by Vicovaro within the Empire.

The coat of arms of Vicovaro consists of an elegant shield (that is, a variation of the square-eared, nicked top, rounded base type) in white, representing the purity maintained as a successor of the Imperium.

Within the shield, two red towers connected by a bridge represent the capital

city, with the red symbolizing the efforts made to maintain order after the collapse.

Beneath the bridge stands a woman in soft brown tones with green hair, from which emerges a plant bearing two leaves and three red fruits. This figure represents one of the duchy's ancient deities, Tellus.

Behind Tellus, extending from her legs to nearly her back, are four thick blue irregular lines representing the four major tributaries of the Alba River that run through the region. These are separated by four thick white irregular lines, which represent the four cantons.

Above the bridge appears an eight-pointed sun with straight edges. This symbol originally represented another key deity of the duchy, Lux Aeterna, but now stands for the Great Sun.

Flora and Fauna

The typical vegetation is sclerophyllous, adapted to withstand summer dryness (20 to 25°C in summer). The dominant species are holm oak and cork oak. A large part of the country is covered by clearings composed of grasses and other plants—both natural and the result of human agricultural activity—with forests appearing intermittently.

The undergrowth is woody, thorny, and aromatic, featuring species such as mastic, buckthorn, and numerous lianas like sarsaparilla. In open areas, rockroses, rosemary, and thyme are common. The floristic composition also includes Aleppo pine, stone pine, juniper, strawberry tree, among others. In more humid areas, Gemmerian oak appears; on siliceous soils, cork oak predominates.

In transitional zones between different biocenoses, mixed vegetation can emerge—combining shrubland and xerophytic species—especially near borders with drier territories. Riparian forests are particularly important, with leafy species such as poplar and elm growing along riverbanks.

In cultivated flora, mandrake stands out, competing with its neighbor Rowan in its production. Other notable crops include fingered citron (*Citrus medica* var. *sarcodactylis*), cherimoya (*Annona cherimola*), persimmon (*Diospyros kaki*), all well-suited to its temperate humid-dry environment, along with olives and vineyards.

The duchy's fauna resembles that of the Lower Alba, particularly in its southern and central regions, becoming more distinct toward the mountain ranges and the northern border with Ruach, where the climate grows more arid.

Notable animals include wolves (in this case, short-haired wolves), boars—specifically the so-called fast boars (*Sus scrofa rapidus*)—hybrids between dogs and wolves (which explains why dogs are less popular than elsewhere), and deer—specifically seasonal deer (*Cervus irisensis*), smaller and more agile than their northern counterparts, distinguished by changing the color of their coat according to the season. These are mainly found in the east and parts of central Vicovaro, particularly due to terrain and forest density.

Among domestic fauna, notable species include turkeys, rabbits, bees, the previously mentioned silver foxes, and the short-haired llama (*Lama calidus domestica*), a breed derived from wild mountain llamas found in the nearby Tir Tochair, gradually domesticated and selectively bred to thrive in the country's more temperate climate.

Geography

Vicovaro features predominantly rolling terrain, characterized by gentle elevations and shallow depressions. There are no significant high-altitude landforms, and the landscape remains relatively flat until reaching the two mountain ranges that define part of its borders, gradually rising as one approaches them.

This is largely due to its position near the edge of the Alba Basin, to which it is indirectly linked through the many tributaries of the Alba River that flow across its territory.

These tributaries are navigable and allow for the existence of inland ports, enabling goods to be transported from the coast at a lower cost than in other provinces, regions and places of the empire.

Most cities, towns, villages, and settlements are located either along the banks of these tributaries or relatively close to them.

Lakes

Vicovaro contains numerous lakes distributed across the country, though they are more abundant in the southern and central regions. These lakes are not

connected to any river and were formed in deeper-than-usual shallow depressions that collect large amounts of rainfall—or rapidly melting snow during winter—effectively acting as natural reservoirs.

The lakes in the central and southern parts of the country behave as typical lakes, experiencing only minor reductions in water levels during summer. In contrast, those located further north—near the border with the semi-arid province of Ruach—undergo a seasonal drying phenomenon during summer, gradually refilling during autumn, winter, and spring.

This cyclical pattern has led to the development of unique flora and fauna adapted specifically to these conditions.

Physical and Historical Features

Vicovaro does not possess particularly notable physical features, largely due to its predominantly hilly terrain. The most distinctive elements, if any, are its lakes—both those that remain permanent and those that dry seasonally—though even these are considered relatively unremarkable when compared to the natural landmarks found in other regions.

As a result, Vicovaro also lacks major historical landmarks. This is mainly a consequence of its geography. Instead, there are scattered hills and clearings that served as sites of significant battles or proclamations.

These locations are typically marked by monuments resembling megaliths or monoliths, albeit in more modern and refined forms.

Government

Since its existence as an independent state and later as a vassal of the Nilfgaardian Empire, Vicovaro has been governed by a semi-absolute monarchy—that is, a system in which the typical decentralization of feudal structures exists, but major decisions made by the monarch's subordinates must be reviewed and approved by the ruler.

Originally led by an emperor, this quickly shifted to a duke due to the need to manage day-to-day administration. Following the death of that emperor, the state formally became a duchy.

Beneath the duke lies a unique rank within the country: the brachios—a hybrid

between marquess and count, positioned above both. They govern the main administrative divisions of Vicovaro.

Below them, a series of noble ranks similar to those found across the western coast administer the country's subdivisions, down to cities, towns, villages, and settlements. These are either overseen by mayors appointed by a noble or, in the case of smaller settlements, by a mirari chosen by the mayors themselves.

Administrative Division

Vicovaro is divided into four administrative regions known as cantons: Vicovaro, Val Dorchenn, Hyant, and Argentar.

Historically, there were more—around twelve—but following its vassalization to the Nilfgaardian Empire, several were consolidated. This was done to appease the Empire by reducing bureaucracy and, in turn, avoid further losses of autonomy.

In turn, the cantons are divided into marches, governed by marquesses. These are further subdivided into counties (under counts), which are divided into viscounties (under viscounts), which continue into baronies, then into lordships, followed by urbanities, and finally into municipalities.

Autonomy

Vicovaro enjoys a high degree of autonomy as a vassal state. In practice, it has largely maintained its independence despite being part of the Nilfgaardian Empire, even serving as a model for Toussaint after its annexation.

The union primarily allows for increased Nilfgaardian influence within Vicovaro, while Vicovarians, in turn, exert their own influence—albeit from a somewhat weaker position than in the past—within Nilfgaard, particularly at the imperial court.

Army

The structure of the army of Vicovaro did not undergo major changes following its vassalage. This is largely because its organization was already a less refined version of the Nilfgaardian military system, which had originally drawn inspiration from Vicovaro itself and later perfected it.

The primary difference lay in structure: instead of divisions, Vicovaro originally

operated with legions grouped into different specialties.

After becoming a vassal, these legions were reorganized into divisions (functioning as sub-specialties—for example, light cavalry), which were then grouped into broader specialties. For instance, Legions 12, 13, and 14 might belong to the cavalry specialty, while also forming part of a specific division such as the “*Green Division*,” specializing in light cavalry operations.

Military Service

In Vicovaro, military service is mandatory for all male citizens for a period of two years, from the age of 17 to 19—coinciding with the age of majority. This obligation also applies to mages.

The only presence of women in the army comes from female mages, as non-mage women are exempt from service.

Exceptions include naturalized Vicovarians who have surpassed the required age, non-mage women, and non-humans. The exclusion of non-humans is not a policy originating from Vicovaro itself, but rather imposed by the broader framework of Nilfgaard, which generally prohibits their participation.

Notable exceptions to this imperial stance include [elves](#)—due to historical and genetic ties—as well as specific precedents such as the failed attempts by the Usurper to recruit [witchers](#), and later, the use of certain [Viper School](#) witchers by Emhyr var Emreis as “*Kingslayers*” prior to the Third Northern War in 1271.

Foreign Relations

The foreign relations of Vicovaro are primarily focused on other members of the Nilfgaard, resulting in relatively limited external diplomacy.

The most notable exceptions include Hatarqa, due to its proximity—being only one province (Ruach) away—and several of the western taifas of Barsa, which were never conquered by Nilfgaard and lie just beyond a mountain range.

Beyond this, Vicovaro maintains a number of embassies along the western coast. However, given its political alignment, most of these are concentrated within other imperial vassals, protectorates, or similar structures tied to the empire. Only a few—if any—are located in fully independent states.

Countries such as Redania, [Temeria](#), Hatarqa, and the western taifas of Barsa are among the rare external exceptions.

Intelligence Service

Vicovaro maintains its own intelligence service, known as the Ducal High Information Service, commonly referred to as *The Duke's Glasses* (as it was founded by a duke with poor eyesight).

However, since its vassalization to the Nilfgaardian Empire, it has effectively become more of a subsection of the Nilfgaardian Military Intelligence than an independent entity.

Toponymy

In Vicovaro, toponymy is highly varied and depends on the region.

In the north, south, and west, place names are primarily of elven, Dyffro, and Nilfgaardian origin. In the central region, they derive mainly from Northern Common and the Scholar's Language. In the east, toponymy is shaped by minority languages descended from the Scholar's Language, which survived both the emergence and expansion of Northern Common.

Vassals

Vicovaro does not possess vassals in the traditional sense, as it is itself a vassal. Instead, it maintains what are known as katavassals, which function as vassals in practice for the duchy, and as paravassals for the Nilfgaard (since they were never directly vassalized by it).

The primary example is Dyffra, which has held the status of a palatinate, margraviate, or burgraviate depending on the historical period. It is governed by the Dyffryn family.

Originally, this territory was granted to the Nordlings who arrived in the years following the fall of the Imperium, in order to contain them and prevent Vicovaro from suffering the same fate as other former Imperial territories. Over time, however, cultural blending became inevitable as these populations were gradually Vicovarianized and interactions increased.

Later, the land served a similar purpose for people from the Lower Alba—long before Nilfgaard became a monarchy. This explains why it is ruled by a family bearing a Nilfgaardian name, the Dyffryn, as well as the early Nilfgaardianization of Vicovaro and the presence of names that sound more Nilfgaardian. This

became especially pronounced as the katavassal gained greater importance within the duchy.

Borders

Vicovaro borders the province of [Ruach](#) to the northeast, the Duchy of Rowan to the southeast, and the Duchy of Ymlac as well as the Lower Alba—or provincial Nilfgaard (that is, the imperial core)—to the southwest.

To the east, it is bordered by the Tir Tochair Mountains, which separate it from the Korath Desert, and the Ardawanne Mountains, which divide the duchy from the vast and likewise arid region of Barsa. These mountains are also part of the origin of the tributaries that feed the Alba River.

History

Ancient Times

In very ancient times, the territory that is now Vicovaro did not exist. Instead, there were mountain formations connecting the Tir Tochair range with the Ardawanne Mountains.

However, the formation of underground rivers—originating from the latter—gradually deepened over time. The increasing humidity caused the rock to fracture, eventually leading to the collapse of these mountain structures. The debris from these collapses, combined with the action of the rivers, gave rise to the Alba Basin through sustained erosion.

In more recent times, some of the remnants that were not displaced further inland by various geological processes became anchored in place. Through a combination of erosion, climate, and biological activity, these remnants gradually transformed into the rolling hills that now define the country.

Others, however, were carried beyond the future territory of Vicovaro, contributing to the formation of the shallow depressions that complement its landscape.

The Arrival of Humans (200s B.R)

Humans did not arrive in what would later become Vicovaro during the [First](#)

Conjunction of the Spheres, unlike in other regions. The only beings to reach the future territory at that time were monsters. Over the centuries, ten species in particular came to stand out among them, eventually becoming known—by the time the country existed—as the infamous Ten Plagues of Vicovaro.

Humans would arrive thirty years after the phenomenon. Their origins remain unclear, although most evidence suggests they came from both mountain ranges bordering Vicovaro. In the case of the Tir Tochair Mountains, surviving legends—preserved by both gnomes and humans—suggest they were driven out by the gnomes, who mistook them for yet another monster brought by the aforementioned phenomenon.

Once they reached Vicovaro, they remained, as in other parts of the world, organized into nomadic tribal societies. This continued until, at least in their case, the Imperium—the first human state on the western coast (and possibly in the wider world)—arrived in the region and annexed it around the 2nd century After the Resurrection.

Foundation of the City of Vicovaro (Between the 200s B.R and the 2nd Century A.R)

It is highly likely that, prior to the arrival of the Imperium, during this period the Aen Nílfe—through their Golden Empire (though technically a High Kingdom, as elves did not possess the concept of empire), the true predecessor of Nilfgaard (not to be confused with the Imperium)—extended their borders at least into southern Vicovaro.

There, they are believed to have founded a city used to interact with local human populations through trade, and eventually to facilitate further expansion with their cooperation. They named it *Vicodant ar Vataro* (Elder Speech: *City of the Traveler* or *City of the Travelers*), in reference to the various tribal groups that came from distant parts of the region to trade with the elves.

Following the arrival of the Imperium, the city was taken and renamed.

By the time of the Imperium's collapse, it was known as the *City of Varius*, while the surrounding territory became known as *Viux Variu* (Scholar's Language: *Duchy of Varius' Origin*).

This would ultimately lead to both major etymological hypotheses being true, with the name emerging not from a single power, but from the layered legacy of both following their respective falls and the eventual rise of ducal Vicovaro.

Another structure likely founded during this period is the fortress of [Burov Mylne](#) or Darn Mylne (Aen Nílfe dialect of Elder Speech: *Fox Burrow* or *Fox's Home*), also believed to have been constructed by the Aen Nílfe.

According to legends and rumors, it may have been used for various military experiments, which could explain why a large portion of the structure is built underground. However, given that the architecture shows elven, Imperium, and later influences, its true origin remains uncertain. It is possible that later Vicovarian builders imitated earlier styles when constructing or expanding it.

Age of the Imperium (2nd Century A.R — 790s A.R)

In the 2nd century, the Imperium—the first human state on the western coast (and possibly the world, as previously mentioned)—arrived following the wave of expansion it had begun since its founding in the 130s Before the Resurrection, at the edge of what is now the border between [Gemmeria](#) and Etolia.

It seized control (at least of the southern regions) from what was likely the Golden Empire of the Aen Nílfe, thus giving rise to a lasting rivalry between both powers—one that would endure until both ultimately collapsed due to internal issues in roughly similar periods.

From that point onward, and likely after taking the future city of Vicovaro from elven hands, the Imperium began a campaign to conquer the entire territory. It annexed the various pre-existing human tribes either by force—thanks to being among the first humans to discover and militarize magic—or through diplomacy, in what surviving historical records refer to as the *Illuminatio Terrae* (Scholar's Tongue: *The Illumination of the Earth*).

In essence, this doctrine combined a supposed moral superiority with elements of religion and philosophy, asserting that it was the Imperium's duty to “*illuminate the Earth*” and bring order to chaos. Through this, they managed to take control of the entire territory until natural mountain borders and the hostile climates beyond them halted further expansion.

Later on, Nilfgaard would adopt this ideology, expand upon it, strip it of its religious elements, and use it to justify its own imperial expansion—especially during the Northern Wars (1239–1272).

Vicovaro remained part of the Imperium until nearly the end of the 8th century. During this time, it became not only one of its most prosperous territories but

also a key point in the formation of Vicovarian identity, through the blending of tribal populations and Imperium settlers.

However, all things come to an end. The Imperium gradually fell into decline, and by the 790s—following the earlier arrival of the Nordlings three decades prior, their expansion across the western coast from the north, and the founding of new states—the Imperium ultimately collapsed and disappeared.

This gave rise to successor states, most notably the Kingdom of Etolia and the Duchy of Vicovaro—one as the former heart of the Imperium, and the other as one of its most prosperous territories. This allowed both to preserve their cultural identity more purely than other once Imperium-controlled regions now dominated by Nordlings.

However, even these remnants did not remain unchanged. Nordling colonists continued their expansion, intermingling with local populations and ultimately giving rise to new cultural and political identities—namely, the already established Kingdom of Etolia and Duchy of Vicovaro.

In Vicovaro's case, this process led to the emergence of the modern Vicovarian identity, as the Nordlings provided the final component in its cultural and genetical mixture. Meanwhile, the legacy of the Imperium—especially its language, the Scholar's Tongue—significantly shaped the development of later Nordling culture, as well as [Northern Common](#), the creolized language that would become widespread among them.

This influence spread both through populations absorbed during Nordling expansion (eventually even going beyond that) and through the relative cultural resilience of Vicovaro and Etolia, which retained much of their prior traditions and emerged relatively intact from the collapse. Surrounded by newly formed states, they quickly rose to become the dominant powers of the western coast for a time.

Even Nilfgaard—which narrowly escaped Nordling expansion—was tangentially influenced by the Scholar's Tongue, eventually adopting it as a diplomatic language to communicate with neighboring states and more distant territories along the western coast.

However, its monarchy likely derives not from the Imperium, but from the Golden Empire (technically High Kingdom) of its Aen Nílfe ancestors.

Time as the Empire of Varius (9th Century A.R)

Throughout the 9th century, Vicovaro remained under the rule of an emperor, the already mentioned Varius. He attempted, in his own way, to preserve the legacy of the fallen Imperium with minimal changes.

However, the demands of day-to-day governance proved too great for Varius's military-style rule. Toward the end of his life and reign, he chose to transform the empire into a duchy—a territory governed by a *dux* (Scholar's Language: *leader*), as it had once been when it was not independent. This decision was made to ensure that his successor could rule more effectively.

This marked the origin of the first independent duchy in history, and by extension, the very concept of independent duchies. It also gave rise to the ducal dynasty, the myec Varius (Nilfgaardian: *Descendant of Varius*), as well as to the ducal Vicovaro in a form comparable to its modern iteration.

By this time, the name *Vicovaro* had already begun to emerge in a form close to its current one in the Old Northern Common of that era.

The Arrival of the Nordlings (Late 8th Century A.R)

At the beginning of the 9th century After the Resurrection, the first Nordling populations arrived from what is now [Ebbing](#). They were driven by a combination of expansionist ambitions and displacement, having been forced to flee the raids carried out by Skelliger colonists settled in their lands—conflicts later known as the *River Wars*.

Given the scale of this influx, and in order to prevent one of the last remnants of the Imperium from collapsing under the pressure of the newcomers—who would eventually outnumber the local population—Imperator Varius granted them a portion of land in the northwest. In exchange, they were to become a vassal palatinate, a territory that would later be known as Dyffra.

However, this measure ultimately failed to contain the Nordlings. Their numbers continued to grow rapidly, forcing Varius to adopt policies of assimilation as interactions between populations became increasingly frequent.

This process, as mentioned before, ultimately led to the emergence of the modern Vicovarian identity.

The Arrival of the First Nilfgaardians (Mid 9th Century A.R)

By the mid-9th century, following the fall of the Golden Empire of the Aen Nílfe, Vicovaro—due to its proximity—received an influx of refugees from the Lower Alba. These were the product of the mixing between those elves and humans: the first Nilfgaardians.

They were redirected to what would later become Dyffra.

There, both groups—Nordlings and early Nilfgaardians—coexisted for a time, until cultural clashes and abuses by the Nordlings led to an uprising by the Nilfgaardians. They ultimately seized power, changed the territory's status to a margraviate in order to avoid retaliation from Vicovaro (by reducing their own autonomy), and thus appease their overlord state. The territory was then renamed in honor of the leader of the revolt: Dyffryn.

After this, around the 10th century, Dyffra had undergone significant syncretism. Taking advantage of the demographic weight of the Nilfgaardianized Nordlings, it began to exert increasing influence over Vicovaro. While Vicovaro did not adopt Nilfgaardian—or the language later known as Dyffro (a product of this syncretism)—as its primary language, it did begin to adopt Nilfgaardian naming structures and elements.

This explains the presence of such names as early as the 10th century, making Vicovaro one of the first regions to undergo Nilfgaardianization—despite the absence of direct intervention from the Nilfgaardian state itself. This dynamic also helps explain the later attempt at invasion centuries afterward.

The Golden Age of Vicovaro (10th to 12th Century A.R)

Vicovaro experienced its greatest period of prosperity between the 10th and 12th centuries After the Resurrection. During this time, the duchy wielded influence comparable to another heir of the Imperium, the Kingdom of Etolia. Its reach extended not only into what would later become the kingdom, republic, and ultimately empire of Nilfgaard, but also as far as the northern regions of the western coast—the present-day borders of the Northern Kingdoms.

One of the most notable examples is the knight-errant Taliesin Bleddyn Yorath aep Lywelyn, nicknamed as “*Griffin*.” Through his teaching methods and values—rooted in the more serious and formal chivalric tradition of his homeland (in contrast to that of Toussaint)—he influenced some of the earliest witchers during his time in the [Order of Witchers](#) as a fencing instructor.

This influence would indirectly lead to the creation of the School of the Griffin, originally named in his honor by its founder, Erland of Larvik, who had greatly admired him as a teacher during his training.

However, this golden age eventually came to an end. The Kingdom of Etolia's strategic advantage—its access to the sea—allowed it to gradually surpass Vicovaro's influence, which diminished over time until it disappeared entirely in favor of what the other Imperium successor could offer.

This shift also explains developments such as the adoption of the Nordling calendar (first implemented by Etolia), as well as the slow but steady rise of Nilfgaard.

Even so, in later centuries, Vicovaro would continue to play a key role in various matters.

The Ten Plagues of Vicovaro (1010s A.R)

By the 1010s, the monster problem in Vicovaro had grown so severe that those responsible for dealing with it—mages (in their spellsword variant), knight-errants, hunters, and many others—could no longer contain the threat. This led to the emergence of what would later be known as the Ten Plagues of Vicovaro.

These consisted of a chain reaction of various disasters. It began with a set of three allied endrega hives whose movement caused by knight-errants attempting to exterminating them, displaced a group of 50 dracolizards that preyed upon them. This, in turn, displaced a large pack of Hounds of the Wild Hunt that fed on the dracolizards.

To this we must add, the culmination of a process that had been building for over 140 years. Following the massacre of Aen Nílfe refugees from their collapsing empire by ducal troops nearly a century and a half earlier, a massive outbreak of various types of archespores finally emerged in the duchy.

Later on, due to the archespores, it was added a pack of 50 [werewolves](#)—descendants of cursed victims who had been transformed by the dying Aen Nílfe. These creatures began assaulting villages, believing the duchy had fallen to elven control.

From the nearby mountains, flocks of harpies of various types descended, driven by hunger—specifically the absence of werewolves, their usual prey. Their absence, in turn, drew a clan of hill giants from deeper within the duchy, searching for the harpies they fed on.

This escalating chain continued with a horde of specters summoned by a necromancer later known as The Black Hand. Attempting to control the situation with the help of the dead, he instead lost control of the spirits.

Finally, the disturbance of ancient ruins caused by the mass movement of specters awakened a cabal of 50 lower-class vampires whose resting places had been disrupted.

Fortunately for Vicovaro, the partial legacy of Taliesin Bleddyn Yorath aep Lywelyn manifested in an unexpected way: witchers began to appear throughout the duchy, eventually forming the [School of the Fox](#).

The emergence of the School of the Fox unfolded when a resolute group of witchers from the [School of the Wolf](#), led by [Velcal](#), refused to accept the expulsion of several so-called “*failed*” colleagues. Believing in second chances, they defended them against internal opposition, resulting in their own expulsion by Grandmaster Deglan.

A similar situation occurred within the [School of the Cat](#), leading to a chance encounter between both exiled groups in Vicovaro.

United by shared ideals, these witchers set out to disprove the belief that “*failed*” mutants were useless. Through coordinated efforts, they systematically dismantled the plagues, proving their worth.

As a reward, the Vicovarian government granted them the ancient elven fortress of Burov Mylne along with initial funding. They adopted the fox as their symbol—representing the fusion of wolf and cat, as well as the cunning and adaptability they demonstrated during the crisis.

The Rise and Fall of the School of the Fox (1010s–1257 A.R.)

After the events of the 1010s, the Fox witchers became the primary protectors of Vicovaro against monsters.

However, their success would last barely two centuries. By the mid-13th century, with the rise of Emhyr var Emreis in Nilfgaard, they suffered a pogrom, effectively collapsing like most other [witcher schools](#). They were, however, among the few that would eventually rise again from their ashes.

This pogrom was rooted in earlier events. During the expansionist reign of the Nilfgaardian emperor known as the Usurper, the imperial army attempted to forcibly recruit the School of the Fox. Refusing to serve as frontline soldiers, the

Fox witchers negotiated a pact instead: they would act as spies and assassins for Nilfgaard's eastward expansion, temporarily sparing their stronghold from destruction. The Usurper then moved on to attempt similar arrangements with the School of the Viper.

When Emhyr later ascended to power, he viewed this pact as a threat. Fearing that the Fox witchers might turn against him or be used by his political enemies, tensions escalated into what would later be known as *The Nightmare of a Summer Night*.

The Nightmare of a Summer Night (1257 A.R)

In 1257, matters came to a head. Upon learning of the pact the Fox witchers had made with the Usurper, Emhyr ordered the fortress of Darn Mylne to be besieged and the witchers exterminated.

This event became known among Vicovarians as The Nightmare of a Summer Night. The majority of the school perished, leaving only around fifty survivors.

In the aftermath, the surviving Fox witchers were forced to scatter throughout the empire, much like the Viper witchers would later do. Despite this, the Vicovarian government continued to hold them in high regard. Over time, they were able to return to their stronghold—now in ruins—which was gradually rebuilt with discreet support from the duchy's authorities, who diverted funds carefully to avoid conflict with the imperial government.

By the 14th century, the fortress was no longer what it once had been, but it stood once again—scarred, diminished, yet alive.

The Nilfgaardian Invasion (1150 A.R.)

In the latter half of the 12th century, the then-independent Duchy of Vicovaro became the target of imperial ambitions. Torres var Emreis, grandfather of the future Emperor Emhyr var Emreis, launched a military campaign to subjugate the duchy, arguing that Nilfgaard needed a vital space and thus more territory if it was to survive a possible new invasion by Gemmeria.

Despite achieving a series of pyrrhic victories, Torres' forces ultimately failed to capture the capital city itself. The attempted siege of Vicovaro was thwarted by the city's formidable walls and determined defense. Facing high casualties and a defensive stalemate, the imperial army was forced to retreat.

Vicovaro joins the Nilfgaardian Empire (1216 A.R.)

A few decades aftermath of the failed invasion, in the early 13th century, in the year 1216, the noble families of Vicovaro convened in urgent council with their ruling duke due to the conquest of the kingdom of Etolia by Nilfgaard that happened that same year. This, along with the memory of the failed Nilfgaardian invasion to their land, who was still fresh, and the threat of a second, more devastating campaign after the Nilfgaardian victory in the neighbouring country, caused that, after long and intense deliberations, the nobility to persuaded the duke to capitulate voluntarily—not out of defeat, but as a strategic measure to preserve lives and safeguard the duchy's future.

The proposal was bold: to petition for integration into the Nilfgaardian Empire willingly, under favorable terms, rather than face eventual ruin through renewed war. Surprisingly, the Nilfgaardian court—recognizing the strategic and symbolic value of such a submission—accepted the offer.

Thus, Vicovaro became a rare anomaly within the empire: a duchy that joined without conquest, retaining a remarkably high degree of autonomy. Unlike other territories, it was never reorganized into a province, instead becoming the first official vassal state under the Nilfgaardian banner.

This pivotal moment in Vicovarian history is commemorated annually in the celebration known as the Great Week. The name stems from the seven days of debate and negotiation during which the nobles and duke weighed their options—ultimately choosing diplomacy over destruction, and autonomy over pride.

The Reign of Duchess Valeria Bakea Dyana myec Varius (1236–1296 A.R.)

Vicovaro was not always a near-egalitarian society. This transformation only became possible around the mid-13th century—more specifically, approximately twenty years after Vicovaro became a vassal of Nilfgaard.

At that time, Valeria Bakea Dyana myec Varius—commonly known simply as Valeria Bakea—rose to power. She was the wife of the ruling duke, who died in a hunting accident alongside a Nilfgaardian diplomat visiting the duchy.

Her ascension was made possible by the fact that she was pregnant at the time of his death. Initially, she assumed power as an emergency head of government, but eventually ruled as duchess in her own right. This was achieved through a

combination of effective governance and a strong personality—even surpassing that of Bienvenu La Louve in distant Temeria.

Over time, these qualities enabled her to implement the reforms that would lead Vicovaro toward its near-egalitarian structure.

Valeria ruled for sixty years, dying in 1296 after suffering a general collapse while reprimanding a palace official.

She was succeeded by her son, Malcor Aleximo (aged 60 at the time of accession), who ruled until 1316; then by her granddaughter Alypia Garay, who ruled until 1336; and finally by her great-grandson Durcio Apodemius, who governed until 1396.

Northern Wars (1239–1272 A.R.)

During the Northern Wars—according to the imperial chronology, which begins in 1239 with the conquest and subsequent vassalage of Ebbing—Vicovaro actively participated in the expansion campaigns carried out by Nilfgaard northward from Ebbing.

Its involvement proved so effective and decisive that Vicovarian forces took part in major operations such as the Sack of Cintra under the command of Cahir Mawr Dyffryn aep Ceallach, who was also tasked by Emhyr var Emreis with the abduction of Princess Cirilla of Cintra during the First Northern War (1263).

In 1267, during the Second Northern War, veteran Vicovarian shieldbearers marched alongside Etolian troops.

Vicovaro did not participate in the Third Northern War (1271–1272). This absence was due to the high casualty rates among Vicovarian soldiers and other vassal troops, which sparked a wave of protests near the imperial core territories. These demonstrations—led by groups later known collectively as the Widows—demanded an end to further troop deployments.

Faced with these protests, Emhyr was forced to concede, as he could not effectively suppress them while the bulk of his army was engaged in campaigns against the Northern Kingdoms.

The School of the Fox donates large sums of money to improve the Duchy (1310–1350 A.R.)

Through the Court mage [Eishe of Vicovaro](#), during the period of the spawning

from the 1310 to the 1350, the School of the Fox Grandmaster [Adalwulf of Aedirn](#) invested large amounts of coin into various services throughout the duchy, such as roads and aqueducts allowing for prosperity to develop around the duchy. For their part, the Fox Witchers started to work with the spies of the Ducal Intelligence Service under different commissions to investigate and assassinate those guilty of embezzlement, insuring those dirty politics have no place within the duchy.

The Vicovarian Plague of 1328–1330 A.R.

In 1328, Emperor Jan Calveit I founded what would later become the renowned Vicovaro Medical Academy. Ironically, in the very same year that the institution was constructed and opened, the capital city was struck by an outbreak of hepatitis B, which would plague Vicovaro for nearly two years.

This unforeseen crisis provided the first generation of Vicovarian medical students with an intense and immediate baptism of fire, granting them invaluable practical experience from their very first year of study.

Many of the academy's students—along with the seasoned medics who had been brought in to serve as professors—found themselves thrust into frontline roles, forced to battle the epidemic directly due to the severe shortage of available medical personnel caused by the plague.

Their exemplary response to the outbreak, marked by resilience, improvisation, and a remarkable commitment to public health, earned the admiration and lasting gratitude of the citizens of Vicovaro. From that point onward—the *brief interruption caused by the Vicovarian Puppet Conspiracy notwithstanding*—the people of the city and later the duchy would take great pride in the young minds educated within the walls of their academy, viewing them not only as future medics but as vital defenders of the capital and, to an extent, of the duchy's overall well-being.

Many of them went on to become highly respected figures, not only within Vicovaro but across the Nilfgaardian Empire and beyond—particularly in the discovery and treatment of new diseases. Their work proved instrumental in preventing further outbreaks, not only within the duchy, but across the western coast throughout the century.

The Second Nazairi Rebellion (1328–1331 A.R.)

During these years, the Second Nazairi Rebellion erupted, marking the first prolonged internal conflict within Nilfgaard. What began as a provincial uprising in Nazair escalated into a full-scale war, as the Empire sought to prevent the independence of what had once been a Nordling kingdom.

As a result, troops from across the Empire were deployed to the front, including forces from Vicovaro.

Eventually, fortunately for the emperor of that period, the newly ascended Jan Calveit (famous and infamous in equal measure for having a court full of astrologers, as well as for not wanting to repeat the mistakes of Emhyr and, to a lesser extent, Morvran—but above all the mistakes of Emhyr, being in that regard more lenient than the aforementioned previous emperor), the war would end in victory, and Nazair would remain part of the empire.

The Vicovarian Puppet Conspiracy (1330 -1331 A.R.)

The roots of the conspiracy layed in the Vicovaro Medical Academy. Founded by Emperor Calveit in 1328 during the early years of his reign as mentioned before, the academy was initially hailed as a beacon of imperial progress and learning. The citizens of both the capital city and in general the duchy of Vicovaro took great pride in the stately edifice and the promising young minds who studied within its halls. Yet within two years, public admiration gave way to fear and suspicion. Rumors began to spread that the young doctors-in-training valued corpses more than the lives of the living. Whispers told of grievously wounded soldiers who had miraculously returned from the brink of death—fighting on with unnatural endurance, their faces never seen, their helmets never removed.

These disturbing tales, coupled with the academy's growing influence, raised concerns among Calveit and his astrologers. Before long, it was discovered that a faction of Nilfgaardian aristocrats and renegade mages—disillusioned with the Emperor's softer political approach and his increasing reliance on astrological counsel, and fearful that the Second Nazairi Rebellion (1328–1331) would succeed, triggering a chain reaction of provincial uprisings and ultimately the collapse of the Empire—had infiltrated the academy and were using its resources to raise an undead army through necromancy in order to depose Calveit and install a more iron-fisted ruler.

However, their plans were short-lived.

The court astrologers, having long foreseen the danger, were able to alert Calveit

in time, which acted quickly, and thanks to their foresight, Calveit's response and aided, unbeknownst to the court, by the investigative efforts of [Putnam Pitch](#), a [Griffin School](#) witcher residing in Vicovaro city, and his wife [Enya](#), a worker within the academy—the conspiracy was dismantled before it could fully take root.

The conspirators were subsequently executed, sending a clear message across the Nilfgaard: although Calveit was more measured than his predecessors Morvran Voorhis and Emhyr var Emreis, he was by no means weak—only intent on ruling differently.

Following this event, no further major conspiracies arose during his reign, save for an unusual incident: an attempted poisoning that turned out to be accidental. The imperial chef had unknowingly overused a substance toxic in large quantities due to his advanced age. Rather than being executed, he was retired—reflecting one of Calveit's intended reforms: to make Nilfgaardian justice less brutal, though he never fully achieved this goal.

The Haaki Invasion of the Northern Kingdoms (1350 A.R.)

While the Haaki invasion of the Northern Kingdoms was taking place, Vicovaro saw its distant past not repeat itself, but rhyme.

Nordlings once again arrived in the duchy—this time not as expansionists and settlers of new lands, but as refugees. This led to mixed consequences.

On one hand, the influx of people stimulated the economy. On the other, the duchy experienced a temporary decline in quality of life, as it had not anticipated such a large number of arrivals in such a short period of time.

After the end of the invasion, most of the refugees left. Those who remained established districts within Vicovarian cities, such as Little Ebbing and Second Metinna, among others, within a year of their arrival.

The Terrorist Attack on Vicovaro Capital (1360 A.R.)

In 1360, a terrorist attack struck the capital of Vicovaro, resulting in several deaths and hundreds of injuries.

Fortunately for the duchy, Adalwulf of Aedirn, Grandmaster of the School of the Fox, and the Griffin witcher Putnam Pitch were present during the attack—and survived it. This experience motivated them to investigate the incident.

Their inquiry revealed that the attack had been orchestrated by a group of mages among a band of escaped political prisoners. These mages had previously been imprisoned for attempting to assassinate key imperial figures, as well as for religious reasons.

Further investigation uncovered that they had formed a cult devoted to a mysterious entity known as [Dagon](#).

During the course of the investigation, they were joined by [Jolanta Dinmarb](#), Pitch's former partner, who had been pursuing a separate series of deaths—specifically the killing of witchers from her school, the School of the Cat—which ultimately proved to be connected to the same cult.

After months of investigation, stretching into the winter of that year, the three managed to locate the fugitives and dismantle the cult along the coast of Ebbing.

However, the victory came at a cost. Pitch fell into a coma during the confrontation and had to be cared for by Jolanta, Adalwulf, and their allies at the Fox stronghold. His prolonged recovery—combined with unresolved emotional tensions with Jolanta, which led to her departure shortly after he regained consciousness—forced him to spend the winter at Burov Mylne.

Despite everything, this period proved transformative, planting further seeds that would eventually lead to the founding of the [School of the Crane](#).

Culture

Architecture

Despite centuries of Nilfgaardian influence, the architecture of Vicovaro remains distinctly its own, without fully discarding the imprint left by the once-republic, now empire.

Most buildings are constructed from Opus Caementicium Nigrum, a durable form of dark concrete that not only ensures longevity but also exhibits the deep black coloration so highly favored across the Empire.

This material choice allows homes to retain warmth during the colder months and resist erosion over time.

Although it poses challenges during the summer heat, these are cleverly mitigated through the design of large, strategically positioned windows,

often shuttered with pale wood or fitted with decorative metalwork, and interior layouts specifically structured to facilitate strong, cooling air currents without causing discomfort.

Even the smallest houses are typically built with four distinct levels:

- A basement, which commonly houses the latrine, storage areas, and in wealthier homes, small private shrines or vaults.
- A first floor, functioning as a living and communal area, often opening into a small interior courtyard or gallery in wealthier residences.
- A second floor, usually a full sleeping chamber—except in inns, where this level may be divided into multiple smaller rooms to accommodate travelers.
- A third floor, serving as a spacious attic or loft with vaulted ceilings, often used for storage, seasonal workspaces, or even additional sleeping quarters in larger households.

The roofs reflect imperial aesthetic preferences: they are predominantly subdued in color, favoring lighter muted tones such as dusty grey, faded ochre, or pale terracotta.

This stands in deliberate contrast to the dark facades of the walls below, creating a distinct visual layering characteristic of Vicovarian skylines.

Ceilings on the lower floors are often semi-curved to allow for better distribution of load and air circulation, while the uppermost floors typically feature fully vaulted ceilings, giving even modest dwellings an unexpected sense of vertical openness and grandeur.

Age of Majority

In Vicovaro, the age of majority is set at 17. This is the point at which a person is culturally considered an adult and sufficiently mature to make their own decisions.

This stands in notable contrast to the Lower Alba, where the age of majority is significantly lower—typically between 13 and 15, depending on the historical period. This difference is attributed to direct elven heritage, as the Aen Nílfe with their human descendants developed a sense of urgency regarding life due to their biological differences.

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Arts

All forms of art are practiced in Vicovaro. However, literature holds the highest status. Vicovarians believe— not without reason— that without it, none of the other arts would exist.

This hierarchy is reflected in the institutions dedicated to their study. Literature is cultivated in conservatories, music in creatories, painting in imaginariums, and sculpture within organized guild-like associations.

Calendar

As a vassal state, Vicovaro does not rely exclusively on either the Nordling calendar or the imperial one, but instead uses both.

The imperial calendar is primarily reserved for official documents, where dates are written in the format: “*day X, month X, year X After the Coronation of Emperor Torres*” in the imperial calendar, followed in parentheses by “*day X, month X, year X After the Resurrection.*”

Currency

Vicovaro uses five forms of currency. For external trade, it employs the Nilfgaardian floren, while for domestic use it relies on a lower-value coin made from an alloy of gold and copper—similar in concept to the tumbaga from the [Amapaba Basin](#) in the [Far South](#)—known as the sun.

The shape of the coin indicates the proportion of each metal, and therefore its value. There are at least three subtypes: Sunrises (highest value), Noon (medium value), and Sunsets (lowest value). Higher-value coins bear the face of the ruling duke, while lower-value ones depict lesser nobles. The reverse side features religious motifs, which vary in importance depending on the subtype. These motifs originally belonged to the native Vicovarian religion, but following vassalage were replaced by symbols of the Nilfgaardian Great Sun.

In addition to these, there is a fifth complementary coin used for domestic transactions, made of a white-grey gold alloy (40% gold, 30% nickel, 30% silver).

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This coin is primarily used to handle fractional payments or low-value services. For example, if a loaf of bread costs 2.5 sunsets, one would pay with 2 sunsets and one of these coins instead of splitting a third sun. Likewise, minor services—such as repairing shirt buttons—are paid using this coin rather than a full sun value.

This coin is known as moon, and it also has its own subtypes: the standard moon (with the base alloy), the full moon (with an even 33.3% distribution of each metal), and various phase-based moons, which feature slight compositional variations and are used to further refine payments when necessary.

Currency issuance is controlled by the respective sinisteries (essentially smaller, more specialized versions of ministries designed to reduce administrative burden at a regional level) of each canton. These are supervised by the Ministry of Economy, which in turn reports to the ruling duke or duchess.

Companion animals

As in other regions, dogs, cats, and ferrets are present, mainly used for companionship and pest control.

However, their presence is overshadowed by the Vicovarian silver fox (*vulpes amicus vicovariensis*), which serves not only as a companion animal but also as a secondary guardian alongside dogs, a tracking animal, and a rescue animal. Its usefulness in these roles comes from both its size—allowing it to access tighter spaces—and its superior digging ability compared to dogs.

Despite all these functions, its primary role, as mentioned earlier is as a fur-bearing animal, with its pelts used for cloaks, linings, and ornamental trim—especially among the growing middle class within the Empire.

Curiosities

In Vicovaro, hair length carries clear social meaning and differs significantly between genders.

Among women, long hair is a sign of status—the longer the hair, the higher the social standing. As a result, women of the aristocracy are often known for wearing exceptionally long hair.

For men, the opposite applies. The longer the hair, the lower the perceived status. Consequently, among the upper aristocracy, short and simple hairstyles

are the norm.

A similar pattern applies to facial hair: short beards, moustaches, or a clean-shaven appearance are generally favored among higher-status men.

Customs

Unlike Toussaint, where tradition is sacred and public festivals are both frequent and widely celebrated, Vicovaro's festive culture tends to be more reserved and private in nature. Most celebrations in the city and the rest of the duchy are held either by individuals or specific groups, rather than organized as large-scale public events. These often include family banquets, rural rites, or gatherings among members of specific professions or guilds. Only during the summer months do public festivities become more common—particularly those centered around the worship of the Great Sun. Even then, many of these gatherings are semi-public at best, with attendance often limited to family circles, civic associations, or professional guilds.

Because of this, Vicovarians have earned a reputation among the Toussaintois as being somewhat dull or austere, culturally speaking. This perception stems in part from the fact that, outside of religious observances, Vicovaro's only widely recognized public celebration is the so-called Great Week. While it may appear similar in structure to the Holy Week of the Followers of Kreve in the North, the Great Week is, in truth, as mentioned earlier a civil celebration—commemorating the historical vassalage of the duchy to the Nilfgaardian Empire. It is characterized by processions, theatrical reenactments, and formal declarations of allegiance, often accompanied by symbolic displays of imperial and ducal unity, especially in the city squares of Vicovaro capital itself.

Aside from the Great Week and the religious festivals dedicated to the Great Sun, the only other notable festivities are the New Year Celebration, which takes place on the 21st of March (in contrast to the Nordling observance on December 31st), and the winter celebration known as the Claiwh Journey. The latter resembles what Nordlings refer to as Yule, though it shares more in common with the Saint Klawes visit celebrated in Toussaint—albeit stripped of its more playful or fantastical elements, and rooted instead in ancestral tales of endurance, generosity, and quiet reflection during the darkest days of the year.

Daily Life

In Vicovaro, daily life begins early. Due to its southern position, sunrise occurs relatively soon throughout the year—around 5:30 in summer, 6:00 in spring, 6:10 in autumn, and 6:30 in winter.

As a result, the day typically starts around 7:00 in the morning. The first part of the day continues until approximately 11:30–12:00, when lunch takes place.

After lunch, a table talk period follows, which can extend until around 16:00–16:30. Once this break ends, daily activities resume and continue until roughly 19:00–19:30.

Dinner is usually held between 20:00 and 20:30, followed by another table talk, which often lasts until around 22:00.

Diet

The people of Vicovaro have a fairly varied diet. While it does not reach the level of diversity found in regions such as Etolia or the Lower Alba—primarily due to the lack of direct access to the sea—it remains notably diverse thanks to a combination of local production and imports from neighboring or nearby territories, particularly Etolia.

As a result, and due to its more southern location along the western coast, Vicovaro is able to enjoy certain goods at relatively lower prices (owing to reduced transport costs). These include products such as coffee (a highly expensive luxury in the North), chocolate (another costly northern luxury), Basilian tobacco, exotic fruits like bananas or carambolas, and spices from Melukka.

Tea, however, is less accessible, as its primary trade routes pass through Haakland, into the Northern Kingdoms—especially Redania— and after that, the rest of the western coast, thus, Redania and countries close to it, is where it is therefore more affordable.

In fact, what is known as “*tea time*” in many northern regions is effectively replaced in Vicovaro by “*coffee time*.” This typically takes place either in the morning or after 14:00, depending on the canton.

A strong coffee culture has developed in the duchy, giving rise to cafés—though these establishments are generally reserved for the bourgeoisie and aristocracy. Each canton even develops its own distinct coffee styles, which cannot be found elsewhere.

Vicovaro’s confectionery tradition is also particularly notable for its use of

chocolate. It is even credited with the invention of milk chocolate. Desserts can reach extremely high prices depending on the purity of the chocolate used.

Education

In Vicovaro, access to education is largely determined by the social class within which an individual can operate. At the same time, the system is state-supervised but decentralized—meaning it is neither fully public, private, nor mixed, but rather monitored and guided.

It is also meritocratic, functioning in a way that mirrors the duchy's economic system. This partial state involvement stems from the belief that educating citizens is a civic duty—another legacy inherited from the Imperium.

Tuition fees do not exist. This is both a consequence of the meritocratic structure, which makes them unnecessary, and of the belief that investment in education will eventually return its cost—and even generate profit—for the state.

As a result, even those at the lowest levels of society, such as slaves, are taught at least basic literacy and writing. This has led to Vicovaro achieving full literacy across its population.

In the case of slaves, this basic education is seen as particularly beneficial: once freed, their ability to read and write allows them to integrate more effectively into society, generating value both during their time in servitude and afterward as free individuals.

Entertainment

In Vicovaro, there are many forms of entertainment, though the most prominent are sports, theatre in all its forms, and reading.

Among these, opera holds a particularly important place. Two main forms exist: *Opera Altum*, favored by the aristocracy, and *Opera Bassum*, enjoyed by the broader population. Their significance lies in their ability to combine the four major arts—painting, music, sculpture, and literature—into a single performance.

Reading is also deeply ingrained in Vicovarian culture. The duchy boasts a vast number of libraries and reading clubs, more than any other territory along the western coast.

Unlike in the North, writers are highly valued. Their work is considered more complex than that of bards, given the broader range of themes they can explore. Knightly jousts, while present, do not carry the same importance as they do in Toussaint. Instead, the public favors combat arenas. However, unlike those in the Lower Alba or further north in lands such as Ebbing and Metinna, Vicovarian arenas are less brutal—no participants are killed, and gladiators are treated as true celebrities.

Other popular sports include various forms of racing—such as quadriga chariot races—diving, prisonball, balance games, and sticking. The latter can be described as a form of boxing using only the legs, in which competitors strike their opponent's "*sticks*" (legs) until they are no longer able to stand.

Boxing does exist and is practiced with protective gear made of leather and padded with feathers. However, it remains a minor sport, usually confined to specific clubs. Many professional boxers eventually transition to sticking once the physical toll of their career becomes moderate, and later attempt to establish themselves as gladiators in the arenas.

Despite this, boxing still maintains a dedicated fanbase and generates considerable revenue—though nowhere near the immense sums associated with gladiators, particularly through sponsorships and betting.

As a curiosity, gladiators who achieve multiple consecutive victories in the duchy often choose to leave while at their peak—mirroring, in a sense, the trajectory of boxers. In their case, they travel to the arenas of the Lower Alba, specifically to the Grand Amphitheatre of the imperial capital, in search of greater challenges.

It is also worth noting that combat arenas did not originate with Nilfgaard. Rather, they are a legacy of the Imperium, later inherited—indirectly at least—by Nilfgaard. This is reflected in the continued use of terms from the Scholar's Language, with no direct Nilfgaardian equivalents.

Fashion

As one might expect, Vicovarian fashion is heavily influenced by the styles of Lower Alba, a result of centuries of cross-cultural influence with Nilfgaard.

Accordingly, black and white, along with other subdued tones, feature prominently in everyday clothing, reflecting imperial standards of elegance, sobriety, and discipline.

However, Vicovaro does not fully embrace the stark monochrome aesthetic found in the capital. While dark colors are dominant, Vicovarian attire often incorporates subtle contrasts and regional preferences. Combinations such as black with muted greens, or dark forest green with off-white or bone, are particularly common. These choices reflect both local taste and the city's climatic and material realities, especially given the warm summers that require lighter accents and breathable fabrics.

Although Vicovarian fashion avoids the flamboyant color palettes favored in Toussaint, it still allows for personal flair within a structured framework. Embroidery, fine tailoring, and ornamental fastenings—often depicting solar or floral motifs—serve as discreet ways for individuals to express status and aesthetic sensibility.

Clothing silhouettes tend to follow imperial lines: fitted doublets, long coats, layered skirts, and practical boots are the norm. However, regional artisans are known for favoring textured fabrics and asymmetrical cuts in cloaks or sashes, giving the Vicovarian look a slightly more relaxed and organic quality than its Lower Alban counterparts.

In ceremonial dress and religious festivals, golden thread and green accents are often used to honor the Great Sun, tying local tradition to imperial religion in a way that feels distinctly Vicovarian.

In autumn and winter, Vicovarian clothing aligns more closely with the imperial fashion norms of Lower Alba, favoring somber tones such as black and white. These are often paired with deep forest green or dark purple, particularly among the aristocracy, where such colors subtly convey status without overt display.

With the arrival of spring, however, the palette becomes more varied, though never garish. Seasonal colors such as brown, moss green, deep blue, ochre, and burnt red become more prominent. These hues reflect both the changing environment and the city's enduring appreciation for understated elegance.

Women's dresses tend to feature modest necklines with subtle curves, remaining sensuous without the bold exposure commonly seen in Toussaint or among the Nordling sorceresses.

Across genders, garments adjust in looseness and layering according to the time of year. In colder seasons, sleeves and cloaks become more fitted and insulated, while in warmer months, fabrics grow lighter and cuts become more breathable, especially around the arms and lower garments.

Skirts and coats in particular adapt fluidly with the seasons: during spring, summer, and early autumn, skirts (and robes for men of higher classes) tend to be of medium length, providing ease of movement without sacrificing decorum. Meanwhile, trousers and hose may loosen at the thigh and taper slightly at the ankle for both comfort and aesthetic flow.

Justice

Vicovaro follows the imperial model—that is, a restorative justice system. However, unlike in Nilfgaard, it also incorporates a retributive dimension.

According to Vicovarian mentality, “*a grateful citizen will be less likely to become a criminal again in the future,*” which results in judicial processes that are less brutal than those of its neighbour.

This difference stems from two factors. On one hand, the Empire—due to its bureaucracy—seeks to streamline justice, favoring restoration: repairing the harm done to the victim and the community, and fostering responsibility in the offender, often through harsh punishment intended as deterrence.

On the other hand, the imperial model itself is based on that of an independent Vicovaro, which in turn derived from the system of the now-extinct Imperium, to which it once belonged.

Language

In Vicovaro, the only official language is [Nilfgaardian](#), specifically in its Vicovarian dialect. However, the majority of the population—regardless of social class—speaks at least two languages.

The adoption of Nilfgaardian was not solely the result of direct Nilfgaardianization, but rather indirect pressure. As Nilfgaard expanded across the Alba Basin and beyond, Vicovarians were effectively compelled to adopt the language, as its status shifted from a commercial lingua franca to a dominant administrative and cultural necessity.

While closely related to the standard dialect spoken in the imperial capital due to geographical proximity, the Vicovarian dialect displays several subtle yet distinctive features that justify its classification as a separate regional variant. Among these are phonetic shifts such as the pronunciation of *w* as *wr* and *v* as *b*, producing a recognizable cadence. Lexical differences are also present, with

unique terms developed through centuries of localized evolution. Notable examples include *burov* (hole) instead of the standard *gat*, and *mylne* (fox) instead of the imperial *creban*, both inherited from the Nílfe dialect of Elder Speech.

The dialect is spoken across all social strata, though differences in intonation and vocabulary can still be observed between rural and urban speakers, as well as between the educated elite and the working class.

The second most widely spoken language is Northern Common—referred to as Nordlingaen by Nilfgaardians for historical reasons. It is primarily used as a language of commerce, especially in dealings with traders from the Northern Kingdoms, as well as among mercenaries, scholars, and diplomats operating across regions.

Once far more widespread in the southern territories, its prominence has declined due to the political, military, and cultural dominance of Nilfgaard. As the empire consolidated control over formerly independent lands, Nilfgaardian became the default language of administration and education, relegating Northern Common to a secondary role.

Nevertheless, particularly in the north, south, and west of Vicovaro—where the language has lost much of its prevalence—a working knowledge of Northern Common is still considered a mark of education and refinement among the upper classes. Nobles, wealthy merchants, and court officials are expected to speak it fluently or at least competently, especially when involved in trade, diplomacy, or travel beyond imperial borders. In some households, children are even educated in both Nilfgaardian and Northern Common from an early age.

The third language is Neo-Scholar's Language, a refined evolution of the Late Scholar's Language from the time of Varius. It continues to be spoken in the central regions alongside Northern Common and Nilfgaardian, and was originally developed as a means of preserving cultural identity.

Finally, in the eastern regions, several minority languages derived from the Scholar's Language are spoken.

Regarding Dyffro, at some point during the independent period of Vicovaro the language became extinct. Only surviving in names and some loanwords.

Bilingualism is widespread, though it varies by region.

In the north, south, and west, it's usually Nilfgaardian and Northern Common. In the center it's Northern Common or Nilfgaardian alongside Neo-Scholar's

Language and finally in the east, is either Nilfgaardian or Northern Common alongside minority languages.

Discrimination

The people of Vicovaro are not generally prone to discrimination. This likely stems from their mixed origins, as well as from the historical necessity—prior to the arrival of the Nordlings to the territory—for Vicovaro to avoid internal divisions in order not to be weakened or even collapse in the face of the expansionist forces that had recently arrived on the Old Continent.

As a result, discrimination against both humans and non-humans is practically nonexistent. The only notable exceptions are [elves](#)—who face somewhat more pronounced prejudice due to the Imperium cultural imprint in the duchy and their association (albeit indirect) with the Nílfé—and witchers, largely due to ignorance. Even so, compared to other regions, these monster hunters are treated with near-equal regard.

Magic

In Vicovaro, magic is taught—like in the rest of the western coast—primarily in academies, with mages being its main practitioners. The duchy maintains a strong magical tradition, largely due to the importance mages held during the Imperium—a status that has, to a large extent, persisted into the present.

For this reason, the territory hosts three major magical academies: Thaumaea, dedicated to men, is one of the oldest magical academies on the western coast, and possibly in the world. Juturna, dedicated to women, was founded in the early years of independent Vicovaro, and lastly, Gweison Haul, open to both sexes, is the most recent but also the most prestigious. It was founded at the beginning of the Golden Age by a Dyffran mage in the capital. Its name, derived from Dyffro, translates as *Hall of the Brave*.

At its peak during Vicovaro’s independent period, Gweison Haul surpassed both [Aretuza](#) and Ban Ard in prestige. After Vicovaro’s incorporation into the Empire, it became second only to the Imperial Magic Academy and is now the primary destination for most mages within the Nilfgaard who

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The other academies remain active, but have lost much of their former status due to the strong support Nilfgaard granted to Gweison Haul—partly because it was founded by someone of Nilfgaardian descent.

Magical Laws

Unlike in the North—with the Brotherhood of Sorcerers and its successor, the Society of Magic—there is no supranational organization regulating magic in Vicovaro. As a result, there are no fixed, universal magical laws that every mage must follow under threat of imprisonment.

Instead, magical laws in Vicovaro depend largely on the reigning duke or duchess, as well as on imperial edicts. This means that practices forbidden in the North may be accepted—or at least not frowned upon—in the duchy. A notable example is forensic necromancy, whereas in the North all forms of necromancy are prohibited.

The closest equivalent to those northern organizations is the Ministry of Magic, which is responsible for managing, administering, and enforcing ducal policies related to magic. This includes implementing whatever magical laws the current ruler has decreed.

Marriage

In Vicovaro, marriage does not differ significantly from the rest of the western coast. It is monogamous, heterosexual, and intended to last for life, with the possibility of divorce in certain cases.

Polygamy—both male and female—is strictly prohibited and heavily persecuted. Additionally, infidelity is considered a severe offense and is punishable by death for both parties involved.

Meditation

In Vicovaro, meditation is a common practice—not in the sense of deep philosophical reflection, but rather the act of meditating itself. It is similar to practices found in eastern cultures, though it developed independently.

This form of meditation is carried out for various reasons, from passing the time to relaxation, but most importantly as a way to focus and achieve clarity in

critical moments.

In fact, the way witchers meditate—kneeling with their hands resting on their thighs—originates from Vicovaro. It was introduced by Taliesin Bleddyn Yorath aep Lywelyn, a Vicovarian knight-errant who served as a fencing instructor within the Order of Witchers. Following the order's extinction, this practice was preserved by several [witcher schools](#).

Mentality

Despite the effects of Nilfgaardian cultural assimilation, the people of Vicovaro are widely regarded as some of the most open and amiable within the Empire. This sets them apart from the typically reserved and austere demeanor of the “true” Nilfgaardians hailing from the Lower Alba region, where formality, stoicism, and rigid hierarchy are deeply ingrained cultural values. Vicovarians, by contrast, tend to be more expressive in both speech and gesture, displaying a warmth and hospitality that is both genuine and deeply rooted in local tradition. Conversations are animated, embraces are common—though not kisses, as in Toussaint—and generosity toward guests is considered a point of personal and communal pride. Family gatherings, shared meals, and public festivities often reflect this cultural inclination toward openness and conviviality.

Perhaps only the people of Toussaint surpass them in warmth—but unlike the Toussaintois, the Vicovarians are taken more seriously, both because of their strong connections to the imperial capital and because of their social conduct. Their friendliness, unlike the stereotypically naïve charm of Toussaint, is rarely mistaken for gullibility. While they may enjoy a relaxed demeanor and a touch of theatrical flair in daily life, Vicovarians are also known for being astute negotiators, shrewd traders, and capable administrators when the need arises. This combination of warmth and pragmatism has earned them respect throughout the Empire, particularly in the domains of commerce and regional governance, where their ability to balance diplomacy with efficiency is often praised.

Vicovarians are also noted for their strong sense of loyalty—an attribute deeply valued in the imperial capital. This reputation has become so entrenched that a well-known Nilfgaardian proverb states: *"If you find a Vicovarian mercenary, it is no true Vicovarian."* The phrase underscores the popular belief that those born in Vicovaro are rarely swayed by coin alone, and that their commitments—be they personal, political, or professional—tend to be sincere and enduring. Loyalty, in

the Vicovarian mindset, is not merely a matter of duty, but a virtue closely tied to identity, honor, and belonging. This is reflected in their strong community bonds, and in their long-standing participation in both local and imperial institutions.

That loyalty is often accompanied by a candid and direct way of speaking, which many interpret as a mark of integrity. In the neighboring duchies of Ymlac and Rowan, Vicovarians are sometimes described—half admiringly, half critically—as being excessively honest in their dealings, occasionally to the point of bluntness. However, this straightforwardness is not typically perceived in a negative light by inhabitants of the Lower Alba region, who tend to view it as a refreshing contrast to the veiled formalities and political gamesmanship often present at the heart of the Empire. In many ways, the Vicovarian way of being has come to symbolize an ideal middle ground—rooted in tradition, yet open; proud, yet adaptable; warm, but never foolish.

Music

Due to the conditions of the region, Vicovarian music—although influenced by its neighbors, especially Rowan and the Lower Alba—has developed a series of unique characteristics shaped by local material constraints. Wood, while present, is comparatively scarcer than in other regions.

The most notable innovation is the development of vibrational percussion instruments—a fusion of rhythm and melody in a deeply integrated manner. In its most popular form (among several variants), the instrument resembles a drum with two sound holes and internal strings. Depending on where and how it is struck, and with what intensity, different strings vibrate in distinct ways. This results in rhythm and melody becoming nearly indistinguishable, producing a highly characteristic sound.

Following this, and given the wide variety of such instruments, a simpler yet equally functional and popular example is the false xylophone, in which the typical metal bars are replaced with strings.

In addition to these native instruments, cross-cultural exchange—particularly in border regions with the Duchy of Ymlac—has led to the presence of wind-string instruments. As the name suggests, these involve blowing into the instrument in different ways to vibrate internal strings, producing notes while covering specific holes to shape the harmony.

Similarly, in border areas with Rowan, pendular instruments are found. A

subtype of percussion instrument, they consist of a multi-directional pendulum made up of spheres of different materials but equal weight. The spheres that remain still determine the harmonic structure, while those in motion—and the speed of their movement—define the melody. Some advanced variants are even semi-vented, incorporating holes in the spheres to create more complex sounds (and making the instrument significantly harder to play).

Beyond instrumentation, Vicovaro is also the birthplace of theatrical musical genres such as opera, which became highly popular across the western coast. These genres evolved from earlier musical traditions of the Imperium.

Naturalization

In Vicovaro, obtaining citizenship requires fulfilling several conditions. An individual must have lived in the duchy for at least ten years, must not be a slave (at minimum, they must be a freed person), and must demonstrate at least an intermediate command of Nilfgaardian, as well as full literacy in both writing systems used in the duchy.

Additionally, applicants must pass a general cultural knowledge examination, held annually for those seeking naturalization.

However, citizenship may also be granted without passing this exam if the individual has performed an exceptional service to the duchy.

Journalism

By the early 14th century, following the invention of the printing press, Vicovaro became one of the first territories on the western coast—and possibly in the world—to develop newspapers, and thus very likely to invent journalism itself.

Ironically, this began when a local bourgeois acquired one of these machines from a merchant of Kovir—where the press had originally been invented—without fully understanding how it worked. Due to his poor handwriting, he began using it to produce pamphlets, which he sent to friends living far away.

These pamphlets initially consisted of notes about his and his employees' discoveries regarding the machine, as well as updates from his personal life. Over time, however, suggestions received through letters from those same friends—particularly on how to monetize the idea—led to a gradual shift toward the dissemination of news.

This process eventually gave rise to newspapers and journalism as a whole by the mid-1320s, as well as the emergence of mass propaganda—something that had previously only been partially achieved through the use of manual printing plates.

Prejudices

The people of Vicovaro are not particularly prejudiced, especially when compared to those of the Lower Alba. There is some degree of bias toward people from the North, who are often regarded as less civilized, but this perception is far less pronounced than in the imperial core.

This relative lack of prejudice is also reflected outward, as Vicovarians themselves are not widely subject to strong stereotypes from neighboring regions and beyond. One of the few notable exceptions is the perception—particularly in [Redania](#)—that Vicovarian women are somewhat promiscuous, a notion largely derived from certain popular songs.

Prostitution

In Vicovaro, prostitution exists, but it is strictly prohibited. This applies to both male and female prostitution.

The practice is punishable by death for all parties involved: the prostitute or gigolo, the madame or pimp, and the client. It is considered degrading for both sexes within Vicovarian cultural values.

The closest legal equivalent to prostitution is the figure of companions—ladies or gentlemen of company—who, in practice, function as disguised courtesans.

Religion

Before becoming a vassal, Vicovaro practiced a lightly evolved form of the Imperium's religion. This belief system was a semi-centralized polytheistic faith of a prismatic nature—that is, newly absorbed deities would take on aspects related to the domains of existing gods, functioning like different facets of the same part of that prism within a limited shared space of the object.

This religion, alongside that of independent Etolia (more strongly influenced by Etolia than Vicovaro), is believed by some scholars to have played a role in the development of the decentralized polytheistic faith of the Nordlings. Certain

deities now worshipped in Nordling lands—such as Aphrodene or Aesculapius—may, according to this theory, be remnants of the ancient Imperium pantheon.

This hypothesis is supported by the fact that the Nordlings absorbed much of the Imperium's language into their emerging creole, as well as elements of its broader cultural framework—most notably the adoption of the Imperium's language, the so-called Scholar's Tongue as mentioned prior. However, due to the scarcity of surviving records, no definitive connection can be proven.

Following the March 8th Edict issued by Emperor Torres var Emreis in the 12th century, the Cult of the Great Sun was established as the official religion of the Nilfgaard and the patron faith of House var Emreis. This decree elevated the Great Sun to a position of spiritual dominance and led to the systematic dismantling of other organized religious institutions.

As one of the earliest vassals, Vicovaro did not benefit from the later imperial policy of limited religious tolerance (granted in some territories to prevent rebellion), unlike lands such as Ebbing.

Some pre-Great Sun traditions, such as the cult of Aminth, survived in syncretized or symbolic forms. These were often reinterpreted through the theological framework of the Great Sun to avoid persecution. Traces of these ancient beliefs can still be found in folk rituals, seasonal customs, and the iconography of older noble houses.

That said, the conversion to the Great Sun was not as disruptive as might be expected. Two of the principal Vicovarian deities were known as the Two Sisters: Tellus (the Mother Earth, the world) and Lux Aeterna (the Eternal Light, that is, the sun). This allowed imperial missionaries to employ a strategy of scale reduction—recasting former gods as lesser spirits or manifestations (essentially “rays” of the Great Sun). This explains why certain older cults still persist today, albeit in altered forms.

Retirement

In Vicovaro, the concept of retirement does exist, and people do make use of it from time to time. However, much like divorce, it is socially frowned upon—at least in cases where the individual is not perceived to have made significant contributions to their craft or profession.

Among Vicovarians, there is a strong cultural expectation to remain productive

until the very end. This mindset stems from the origins of their state, as well as the difficult transition and sacrifices required for it to survive and eventually become what it is today.

Slavery

In Vicovaro, slavery exists in a legal gray area: it is technically prohibited, yet simultaneously permitted.

Its justification lies in its punitive nature. It is applied to the worst criminals and, controversially, to their families—on the grounds that they failed to prevent or correct their actions.

As a result, those subjected to this system are not legally defined as slaves, but as prisoners. Their exchange is framed as a form of prisoner transfer rather than a market transaction. The “*sale*” of individuals deemed particularly harmful is justified as their removal benefiting society, while their “*purchase*” is rationalized as relocating them to areas or regions in need of less “*malicious*” individuals, thereby improving overall social conditions.

Despite this, individuals under this system in Vicovaro tend to receive better treatment than in other parts of Nilfgaard, such as the Lower Alba. This is largely due to Vicovaro’s cultural legacy as a former territory of the Imperium.

In most cases, this condition lasts around 10 years—up to 15 at most—after which individuals are freed. They are generally treated less as property and more as persons undergoing reform through labor. While abuses do occur, they are officially condemned and can themselves be punished under the same punitive framework that justifies the system.

Social Structure

Vicovaro features a pyramidal social structure divided into three major sections known as *ossis* (upper class), *musculus* (middle class), and *pellis* (lower class).

This structure is characterized by being semi-mobile, allowing individuals to move up or down within each section, but only within defined limits. For example, a bourgeois individual may ascend to duke through marriage, but cannot descend below the status of minor bourgeois. An artisan may rise to become a lower-tier merchant—approaching bourgeois status—but can never fully become one. Likewise, they may fall to becoming a wage laborer, but never

to the level of peasant, fisher, or similar occupations.

A slave, on the other hand, may rise to the level of peasant or fisher, but can never ascend to become a wage laborer. Nor can they descend further, as there is no social class below them.

Type of Society

Vicovaro is a near-egalitarian society, though it retains certain tendencies toward patriarchal structures.

Sports

There is not much difference compared to the Lower Alba in the sports practiced. However, coastal sports are not practiced, for obvious reasons.

These are instead replaced by new athletic disciplines developed by the Vicovarians and, in some cities, parkour. In fact, the Vicovarian Special Forces specialize in this discipline.

Transport

In Vicovaro, transportation is primarily conducted either by river—using boats or vessels—or overland through the use of animal-drawn carriages and pack animals.

These animals are usually horses and donkeys, and occasionally short-haired llamas (depending on the breed), particularly for traversing mountainous terrain due to their greater natural endurance.

Additionally, there is the noisy grazer, a distant relative of giraffes from the [Far South](#), though much smaller (slightly larger than the average horse), more heavily furred, and with certain traits that loosely resemble those of horses—likely due to convergent evolution. In this context, they function as an analogue to camels in desert climates: slower than horses, but capable of enduring long journeys.

As such, it is not uncommon to see these animals pulling merchant caravans across long distances, reaching as far as Cintra.

Treatment of the Dead

In Vicovaro, the dead are buried in cemeteries, placed in coffins, and mourned—

much like in many other countries.

What distinguishes Vicovaro is that, even during wars or plagues, mass graves are not used, as they are considered both undignified and morally unacceptable. Instead, each individual is buried separately.

Criminals, on the other hand, are cremated, so that they may receive purification from the Great Sun for their crimes in the afterlife.

As for companion and transport animals, they are also buried. However, rather than being marked with gravestones, they are commemorated through mosaics.

Writing System

Due to the influence of both the Lower Alba and, earlier, Dyffra, Vicovaro does not use the modern alphabet—that is, the Nordling alphabet—but instead employs both the Vicovarian alphabet (an expanded version of the Scholar’s Language alphabet) and the Nilfgaardian alphabet.

Depending on the region, one or the other may be used, or both simultaneously.

Women’s Rights and Sexual Minorities

In Vicovaro, women’s rights are close to full equality. The “almost” is influenced by norms in the Lower Alba, where certain roles—such as women serving in the military—are prohibited. In this sense, Vicovaro is somewhat more liberal, but not to a degree that would create friction with the Nilfgaard.

Marriage and divorce both exist. However, divorce is socially frowned upon. Within Vicovarian mentality, those who divorce are often seen as having a rather immature outlook—unable to resolve their problems. This perception can lead to practical consequences, such as difficulties in obtaining employment or accessing positions of power. Not due to prejudice per se (as Vicovarians are generally not highly prejudiced), but because of how the concept itself is viewed. This outlook largely originates from the Imperium period, though it has become somewhat stricter over time.

Regarding sexual minorities, there is also near-equality. The main limitations are that marriage is not legally recognized for them—only civil unions—primarily due to imperial pressure rather than internal opposition. Additionally, and unfortunately, individuals experiencing gender dysphoria are considered “*severely mentally ill*” and are often confined to asylums, reflecting the limited

development of disciplines such as psychology or psychiatry.

Examples of Vicovarian Names

Vicovarian names, due to the previously mentioned mutual cultural influence (with Vicovaro taking the leading role), have undergone a process of Nilfgaardianization since at least the 10th century, when names with structures similar—if not nearly identical—to Nilfgaardian ones began to appear.

This Nilfgaardianization intensified following the duchy's vassalage. However, despite this, many older Vicovarian names—especially those from the Imperium period—have survived in significant numbers and in relatively well-preserved forms.

This persistence is likely due, in part, to Nilfgaard's interest in associating itself—despite lacking a direct historical link—with the legacy of the extinct Imperium in one way or another.

Males names

Abascantus, Abundantius, Achatius, Actius, Acutianus, Adauctus, Adawor, Adelchy, Adelphus, Aemar, Agritius, Aillil, Aiúlwf, Alfym, Albertanus, Alex, Alexandro, Alexianus, Alexino, Allectus, Amandianus, Amasianus, Ammianus, Angelinus, Aphthonius, Apodemius, Apronian, Aprus, Aridius, Aroc, Audax, Aureolo, Bácr, Batëre, Bim, Blasím, Bleddyn, Bonamr, Brany, Brecas, Cahir, Caldor, Calveir, Callym, Ceallach, Corlys, Dheran, Dhaevan, Dhomir, Dmúrdo, Durc, Durcio, Egrion, Elvas, Enot, Eÿsh, Faustyr, Fenric, Ferram, Flour, Flourens, Flourem, Galdwyn, Gruffyd, Guiley, Gweiron, Haldran, Helarioch, Ilven, Iscam, Ivarn, Jacohir, Jarwoen, Jhoarn, Kaelun, Kaevic, Konsol, Leontan, Loffir, Lorwyn, Lywelyn, Maeric, Malkor, Manem, Mertak, Naevor, Nemyr, Nhurm, Nikom, Nikoy, Offr, Odran, Owher, Ostreyn, Pelvar, Philar, Phreir, Qomow, Quenric, Rhaemund, Rizarn, Rovach, Solvar, Sylvien, Taevor, Taliesin, Techalmy, Theur, Torwyn, Tywerch, Ugol, Ullian, Vaelan, Vayoc, Veymir, Volturhe, Wyrran, Xoc, Xystor, Ygron, Yllair, Zalkir, Zane, Zerzyro.

Female names

Abantz, Abundantia, Achsa, Adaucta, Adelpia, Adeoata, Adirane, Aegidia, Agate, Aemylia, Ainhwa, Aintza, Alayka, Alazne, Alexiana, Alice, Alypia, Alyz, Amadea, Amantia, Ammiana, Anapsychia, Andeola, Annyna, Arelly, Artyn, Artyndra, Asella,

Ayntza, Azzurra, Bakea, Baudea, Belyra, Callisse, Cixyl, Clotyld, Codlye, Daelyne, Davymnie, Dyana, Eische, Eysche, Eych, Eysh, Eyshé, Etta, Euzhara, Felyna, Fyorella, Garay, Genavie, Gurme, Gyanna, Gynevve, Helyne, Ippoly, Irayka, Iztya, Jorynne, Juenme, Kaurella, Lukene, Lysanne, Maëza, Maitane, Mara, Maryell, Melissa, Mycolle, Nagore, Natlory, Nerith, Nora, Nycola, Onyre, Paula, Paule, Pylarie, Pymna, Quenyssa, Raffyella, Rhowen, Sarabe, Siua, Syvella, Talerra, Thalya, Udae, Uxue, Vanessa, Viviam, Vystella, Xareya, Ybamn, Yelle, Yzam, Zavaly, Zohardella, Zyraia.

Unisex names

Ajalon, Acheft, Aglin, Aille, Alein, Amente, Amilveu, Andelys, Arniv, Artese, Bagote, Balieni, Bejolar, Belay, Blasini, Branitmurs, Brolivu, Celís, Clareti, Condwiramurs, Condwir, Cyrolavu, Darece, Dionis, Duner, Ellani, Evvaini, Favidí, Fauviel, Gwyloi, Heliabeli, Idane, Marcenvu, Maio, Marote, Morginoe, Morhaniwir, Ramison, Sirivu, Terande, Onie.

Surnames

Most Vicovarian surnames, due to Nilfgaardian influence, are typically (but not always) preceded by **var** (meaning of the house/family of) or **aep** (meaning son/daughter of). In some cases, the prefix **myec** (descendant of) is also used, particularly in more formal contexts.

- *For example: Taliesin Bleddyn Yorath aep Lywelyn* (Taliesin Bleddyn Yorath, son of Lywelyn).

Abair, Accard, Agreiter, Alkor, Almher, Appel, Arbor, Arthom, Aybar, Bardein, Berre, Blausch, Brecand, Buenech, Caltros, Charvy, Corvenn, Cronjh, Cullaz, Darrieussecq, Delvran, Derwaz, Echaz, Elord, Elorz, Erravin, Evem, Fohr, Fycham, Galls, Gamarr, Gařhot, Gattaz, Gurrut, Heym, Ilyash, Iyahr, Kaenric, Koven, Loreyth, Mendyw, Mermoz, Meřax, Mézec, Mhok, Nahard, Nayssir, Nymec, Okanp, Olear, Ökh, Pheab, Praz, Qyovam, Relyc, Rhyoyq, Rossyr, Saelvar, Selque, Serwen, Tarant, Teresh, Terheyv, Thârv, Tilly, Trebraz, Trefvhir, Ughalet, Uxol, Valderik, Varnasse, Verucay, Vlok, Vosker, Whoerd, Wyk, Xhem, Yorath, Zevrahn, Zhuric, Zyend.

Monsters

Vicovaro shares many monsters with the rest of the western coast. However, due

to its location, it also hosts a wide range of unique and adapted specimens.

Notable adapted examples include the hill shaelmaar, which, although still dwelling underground like its common counterpart, tends to hunt on the surface. It possesses a smoother texture, allowing it to roll more efficiently when curled into a ball. There is also the semi-terrestrial ekhidna, found in lakes and closely related to the freshwater nixa; dormant vyppers—also known as dwarf vyppers or jaculi (the latter named after the sound they make while moving); and, more rarely, octopodes such as river ozenas. Beyond these, many other adapted monster species exist.

Among unique species, one finds the badalisc, a relative of the basilisk that lost its wings and half its size in order to hunt fast prey such as goats, sheep, and llamas. It has even developed horns and scales that mimic goat-like textures for camouflage. There are also several species of intermediate vampires, at least three types of paravampires, two types of antivampires, aganas (or false nymphs) in rivers, lagomorphoid human predators such as the babau (named after the sound it produces), the badalischio—another basilisk relative resembling a hybrid between a basilisk, a rooster, and a terror bird—the biddrina, a draconoid monster resembling a mix between a dragon, a [hydra](#), and a crocodile, the bombasin, a necrophage resembling a bull, the bonaco, a relative of the catoblepas capable of expelling a gas that becomes flammable upon contact with air, the bordas (also known as Mist Hags), named for their needle-like claws, the carono, a predatory felinoid, the matmmur, the gigat, a distant relative of chorts and fiends resembling a goat, the marroca, a carnivorous relative of the [lou carcolh](#) of Toussaint, among many others.

Among more common monsters, one finds lamias, catoblepas, griffins, the agents behind the Ten Plagues, archespores (in their many variants), werewolves, werefoxes, wereoxen, werebats, and [weredogs](#), draconids such as dracolizards and wyverns, harpies, endregas, ghouls and alghouls, ogroids such as giants (especially near the mountainous borders), lower vampires such as [plumards](#), ekimmas, and garkains, and, more rarely, the Hounds of the Wild Hunt alongside higher-category vampires such as alpores, bruxae, katakans, nekurats, [strigoi](#) and [mulas](#). Finally, almost anecdotally, [supreme vampires](#) may also be encountered.

Non-Humans

From time immemorial—assuming both proposed origins of the city are

plausible—Vicovaro has hosted non-human populations. The status of these communities has fluctuated over the centuries; however, since the fall of the Imperium, their treatment has generally been more favorable than in most Northern territories.

The first known non-human inhabitants, aside from the possible elven founders of the capital, were enslaved naiads from the city of Irin. These beings were captured by a mercenary group known—rather unimaginatively—as the “Naiad Hunters,” and sold both locally and abroad. In Vicovaro, they were often displayed in bourgeois aquariums as exotic curiosities, mirroring similar practices elsewhere.

The first free non-humans to settle and integrate into Vicovarian society were gnomes, most of them traders from the Tir Tochair mountains. They quickly became instrumental in the duchy’s technological development, particularly through their expertise in metallurgy and engineering.

Their influence was especially notable in sword-making, which became one of Vicovaro’s defining crafts. These advancements played a significant role in enabling the duchy to resist the attempted invasion by Emperor Torres var Emreis.

Long before Novigrad gained renown for its technological progress, the city of Vicovaro had already established a Gnomish Invention Factory, which stood as one of the capital’s most prestigious institutions for a long time.

Following the gnomes, smaller groups of [dwarves](#) also settled in the duchy, attracted by trade opportunities and the comparatively tolerant environment toward non-humans.

Beyond these integrated populations, it is known that the bordering mountain ranges host various non-human groups. However, most of these—such as ogres and [ogroids](#)—are regarded as monsters by both humans and integrated non-humans alike.

These mountains are also home to squasces (a race similar to bobolaks but with squirrel-like traits), poleviks, a subspecies of dwarves with “*green hair*” (especially in Tir Tochair), members of the [korred family](#) (many of whom are sentient, primarily found underground), [Aen Laöre](#) elves (the so-called “*Wood Elves*”), a small number of southern vrans, and remnants of the Aen Nílfe organized into metakoinonías—a social structure somewhere between a clan, tribe, and people (mainly in the Ardawanne range).

Notable Organizations

For the full list of known Vicovarian organizations see [Category:Vicovarian Organizations](#)

There are many organizations in Vicovaro—some typical of other countries, such as guilds, and others unique to the duchy—making it impossible to list them all. However, the two most important, aside from the Ducal Intelligence Service and the local branch of the Nilfgaardian Trade Corporation, are without a doubt the Clear Vision Alliance and the [School of the Fox](#).

The Clear Vision Alliance functions as an equivalent to the now-defunct Brotherhood of Sorcerers and its successor, the Society of Magic, in the North—though it lacks their level of autonomy and freedom of action. This is due to its subordination to the ruling authority (in the case of Vicovaro to the duchy and its magical laws) while operating within its territory, then to the Mage Hunters, and ultimately to the Emperor.

The organization takes its name from both its more confederated—rather than strictly hierarchical—structure, and its guiding principle: to serve the Empire without becoming blinded by the power of magic, maintaining a “*clear vision*.”

Its autumn-winter headquarters are located in Vicovaro, specifically in the fortress-city of Darn Dí, while its spring and summer seats are established in Etolia and the Lower Alba, respectively.

Finally, but no less important, stands the School of the Fox.

This organizational landscape expanded significantly from the 14th century onward, particularly with the invention of journalism, which led to the emergence of numerous influential newspapers throughout the duchy.

Unique Forms of Organization

Vicovaro features several distinctive organizational structures worth noting.

One of the most notable are the so-called conglomerates. These are groupings of guilds belonging to the same sector (such as the economic sector), but unlike traditional guild systems—which tend to follow a relatively flat hierarchy with only three ranks (master, journeyman, and apprentice)—conglomerates possess a far more complex and layered structure.

Within these, the position of each guild depends on its relative influence within the sector: the greater the impact, the higher its place in the hierarchy.

For example, within the Economic Conglomerate, coin-producing guilds occupy the highest tier (as they underpin the entire monetary system), followed by banking guilds (which manage, circulate, and invest that currency), and so on down the structure. Each level represents a different economic activity, all integrated within the same broader system.

Another unique model is that of the Retiarii (singular: *retiarius*). This organization functions as a hybrid between a police force and a military unit, but is distinguished by its quadrangular structure rather than a traditional vertical hierarchy.

The Retiarii act as the primary local force in matters concerning magical law enforcement. This is largely because the Mage Hunters operate across a vast imperial territory and tend to focus only on high-priority targets, such as powerful rogue mages.

In this sense, the Retiarii serve as the equivalent of the armed branch of institutions like the Brotherhood of Sorcerers and later the Society of Magic—specifically comparable to the Praetorship—while also drawing influence from witch-hunting groups such as the Vigilantes and the Witch Hunters.

Some even argue that, given Redania maintains an embassy in Vicovaro, these structures may have influenced the development of Witch Hunters themselves, rather than the other way around.

This quadrangular organizational model eventually spread to other groups—such as mercenary companies—due to its efficiency and relative egalitarianism. As a result, these groups often develop a distinctly different approach to their work compared to their counterparts in other regions, shaped directly by this structural framework.

Notable Locations

Academies

- **Gweison Haul**
- Thaumaea (male only)

- Juturna (female only)
- Vicovaro Medical Academy
- Vicovaro University

Buildings

- The Red Palace (better known as The Ducal Palace)
- Vicovarian Trade Corporation Branch
- Redanian Embassy of Bittervo

Cantons

- Argentar
- Hyant
- Val Dorchenn
- Vicovaro (canton)

Cemeteries

- Ard lleuad Cemetery

Cities

- Bittervo
- Tyvlyn
- **Vicovaro (city)**

Castle Towns

- **Burov Mylne**

Factories

- Vicovarian Gnomish Invention Factory

Fortresses

- **Darn Dyffra**

Fortress-cities

- Darn Dí

Hills

- Catia
- Capria
- Piacia
- Picia

Hospitals

- General Hospital of Vicovaro

Lakes

- Aleto
- Bolzo
- Forli
- Frova

Rivers

- Barli
- Calti
- Parmo
- Vitta

Temples

- Great Temple of Ard Feannin

Towns

- Nebru
- Sessia
- Twe

Villages

- Anyen

- Riyet

Notable Ethnic Groups

Main

- Dyffrans
- Vicovarians

Minorities

- Barsameni
- Hatarians
- Melukkans
- Nordlings
- Nilfgaardians
- Ofieri
- Tetlec
- Zerrikanians

Notable People

For the full list of known Vicovarians see [Category:Vicovarians](#)

Aristocracy

- Aglin var Bardein
- Alazne var Elorz
- Myec Varius family
- Dyffryn family

Barber surgeons

- Lerthes
- Thalya myec Loreyth

Bourgeoisie

- Leontan aep Kaevic myec Echaz
- **Var Anahid family**

Chefs

- Clotyld myec Loreyth
- Vigor Oldbrand

Diplomats

- Aemylia Clotyld Quenyssa var Saelvar
- Condwir aep Branys
- Faustyr myec Verucay

Dragomen

- Amasianus var Caltros
- Gweiron aep Owher

Herbalists

- Sorra

Historians

- Achatius Philar Erravin var Caltros
- **Flourens Delannoy**

Knights

- Sirivu myec Trefvhir
- Taliesin Bleddyn Yorath aep Lywelyn

Merchants

- Caldor var Alkor
- Condwiramurs var Brecand

Mages

- [Assire var Anahid](#)
- [Condwiramurs Tilly](#)
- [Fopha Brickevrerg](#)

Painters

- Adirane var Elorz
- Alazne Maëza myec Gurrut

Philosophers

- Flourens aep Owher

Priests

- Apronian var Trefvhir
- Jorynne myec Echaz

Spies

- Dionis aep Yorath
- Evvaini var Fycham
- Jorynne aep Odran

Soldiers

- Torwyn aep Lorwyn-Ughalet

Commanders

- Gweiron aep Lywelyn

Field Marshals

- Albertanus Delvran

Witchers

- Most of the [School of the Fox Witchers](#)

Naturalized

Mages

- [Eishe of Vicovaro](#)

Medics

- [Enya](#)

Notable Inhabitants

A section on notable individuals who live or have lived in Vicovaro but have never been naturalized.

Alchemists

- [Parrilt Neuwald](#)
- Koild Neuwald

Astrologers

- Huurthuth of Daerlan

Bards

- Aine aep Avuffu

Interpreters

- Mazamac

Mages

- Marvos of Verden

Spies

- Belmeril of Ruach

Witchers

- **Adalwulf of Aedirn** (14th to 18th century)
- Caldigi of Cidaris
- **Putnam Pitch** (1328 -1353)
- Narce (1280 -14th century)
- **Velcal** (1010 -1280)

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Notes

The only canonical information known about the **Scholar's Language** is that it consists of a few Latin expressions, functions as a diplomatic language, and is used in taxonomy and by scholars. Additionally, mages employ it for their spells, as shown in *The Witcher 3*. Beyond this, it is likely that Andrzej Sapkowski did not develop it extensively while writing the books.

Therefore, to avoid turning it into just another “*fantasy Latin*” (as seen in *Harry Potter*), one possible approach for expanding it would be to treat it as a simplified form of Latin enriched with vocabulary from Ancient Greek and other linguistically robust languages, all adapted into a Latinized form.

Given that humans in the world of *The Witcher* most likely originated from our world and came to Nátalam during the First Conjunction of the Spheres, this could be justified as an auxiliary language brought with them by some, and the humans who later formed the Imperium may have used it to organize themselves and ensure long-term survival.

In this sense, the Scholar's Language could be conceived as a kind of “*supercharged Neo-Latin*,” capable of incorporating even otherwise untranslatable concepts from other languages by Latinizing them, thus creating a language with a uniquely high capacity for describing and understanding reality.

Trivia

- Metakoinonía derives from the Ancient Greek *metaxý* (in between) and *koinonía* (*fellowship, participation, association, or community*). It thus means *in between association or in between community*, reflecting its nature as a social structure positioned between the three forms of organization.
- Most of Vicovaro's unique monsters are drawn from Italian folklore at a national level.
- Carono is a reference to the *Gatta Carogna*, a creature from the folklore of the Lombardy region in Italy.
- Matmmur is a reference to the *Gatto Mammone*, another monster from Italian folklore, specifically from the period of Arab rule in Sicily.
- The Ministry of Magic is both a reference to—and a critique of—Harry Potter, specifically addressing a major worldbuilding issue: the lack of clarity regarding to whom the **Ministry of Magic** is accountable. The explanation provided by J. K. Rowling—that it answers to the Muggle Prime Minister—does not hold up under the established “two worlds” structure, as it would fundamentally undermine the internal logic of the setting.
 - If this were truly the case, any rational prime minister with sufficient military capability (including nuclear weapons) would likely view the magical world as an existential threat and act to eliminate it for national security reasons. After all, each mage or magical creature could be seen as equivalent in power to a neighboring nation covertly armed with multiple nuclear weapons.
- The prefix *sin-* derives from Ancient Greek, meaning *with, together, or simultaneously*.
- The alphabet of the Scholar's Language is simply an expanded version of the Latin alphabet—nothing more.
- Impulsivism is inspired by the market socialism implemented in the former Yugoslavia, though in this case it represents a “*fifth path*” distinct from **capitalist economies^[W]**, **Soviet-style planned economies^[W]**, **market socialism^[W]**, or **corporatist systems such as fascist economies^[W]**.
 - It also has an in-universe inspiration: according to the canon of the games developed by CD Projekt Red, dwarves in Mahakam operate under a planned economy.
- For the Nilfgaardian alphabet, the **Theban alphabet^[W]** has been taken into account. This was to create notorious difference between the Nordling

alphabet (which uses the Glagolitic alphabet) and the Imperial alphabet.

- The minority languages that survived the emergence of Northern Common would essentially be equivalent to the minority Romance languages of our world.



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